



GAME OVERLOAD! 150 AWESOME NEW TITLES WHAT YOU'LL BE PLAYING IN '98! INCLUDING: FORSAKEN • STREET FIGHTER EX PLUS • METAL GEAR SOLID • PANDEMONIUM 2 • MARVEL SUPER HEROES • APOCALYPSE • AND CRASH BANDICOOT 2!

# "If comparisons must be made with Loaded, Machine Hunter definitely comes out on top" PLAYSTATION PLUS 88%



"Machine Hunter is the game Loaded should have been" TOTAL PLAYSTATION



"A melting pot of mass destruction, with an inspired control system"

PLAY MAGAZINE

"A 3D blast fest"
PC ZONE

# YOU LL NEED ALL YOU





# MACHINE HUNTER





SHARS TO SURVIVE



EIDOS I N T E R A C T I V E

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# "RALLY CROSS WILL ROCK YOUR WORLD!"

Play Magazine

89%

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#### The Greatest Show on Earth! 6

E3: The first chance to see 150 new PlayStation games. We were there.

The venue may have changed from glitzy LA to less than exciting Atlanta, but June 19th-21st were three days spent looking at all the forthcoming PlayStation titles. Anyone who is anyone was there, with Namco, Sony, Ocean, Virgin and Capcom all showing their latest wares. Our 22-page report brings you details of every game seen at the show, with the best titles singled out for special attention. *Metal Gear Solid, Marvel Super Heroes* and many more await you...



#### Time Arisis

Taking a break from the 3D beat 'em up arena, Namco goes for its gun! A young girl has been kidnapped by a gang of gun-toting

A young girl has been kidnapped by a gang of gun-toting maniacs. Sharp-shooting Richard Miller is the only man who stands a chance of getting her out alive. Two separate missions await Richard's skills, along with more bad guys than a dozen James Bond films. Armed with Namco's specially-created light gun, you are Richard Miller. This is *Time Crisis*.

#### Syndieste Wars Solved

How to beat one of the most eagerl, awaited games of the year.

Bullfrog's strategy shoot 'em up is one of the best new games for the PlayStation. To celebrate its release, we have teamed up with the Bullfrog bunnies to bring you the definitive guide. Every trick and tactic and all the





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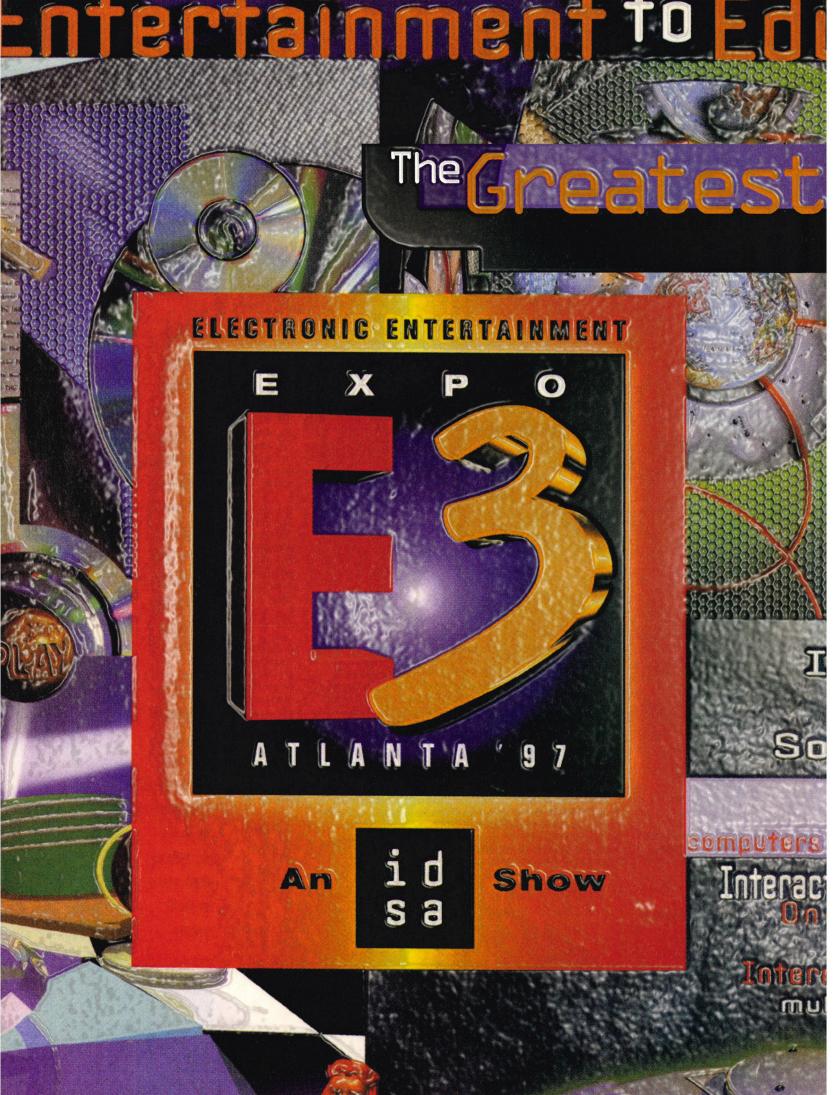
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## Show on Earth!

Atlanta's Electronic Entertainment

EXPO was memorable not for the stacks of games unveiled for the first time, or the nubile showgirls dancing down the aisles. Nope, E3 '97 will be remembered for one thing: the heat. Take an exhibition hall the size of ten football fields, fill it with over-heating consoles and mammoth TVs, then flood it with thousands of sweaty gamers hungry for a taste of the latest software. It

ungry for a taste of the latest software. It wasn't a pretty sight, but the smell was even worse...

There were games though, hundreds of 'em. And for all the hype around the Nintendo 64, the PC and Saturn, the PlayStation still emerged as the machine best supported by software.

Over a hundred new games were on show, plus updates on the biggest titles of next year including Resident Evil 2 and the breathtaking Metal Gear Solid.

But enough of this. E3 was a videogame banquet with enough delights to satisfy even the hungriest gamehead. Enjoy the feast...

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Digital

imedia software

**METAL GEAR** SOLID LOOKS COO-EL. AS SNAKE ENTERS THE NUCLEAR WEAPONS PLANT HE'S **HUNTED DOWN** BY THE GUARDS. NATURALLY THEY SHOOT FIRST, ASK **QUESTIONS** LATER...











spy Solid Snake, whose mission is to infiltrate a

terrorist missile

base and eliminate the threat of a nuclear strike.

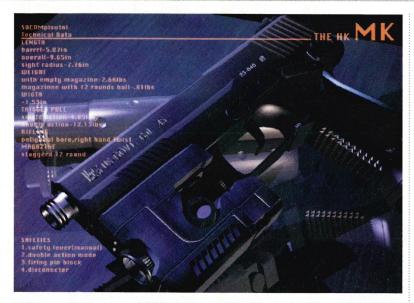
Stealth is of optimum importance, and the player must penetrate the base without being detected, set a string of explosives and then escape before the encampment is blown sky high.

Metal Gear Solid's style is best described as James Bond meets Resident Evil. It's set in the future so the visual flavour is very much like a science fiction movie.

Our hero, Solid Snake, is viewed from the third-person perspective, moving through a variety of fixed and scrolling locations. Camera angles automatically change to give the best view and are also used dramatically to create excitement and tension. The player can even switch to





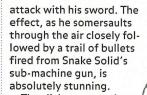






first-person view when using hi-tech equipment like the bino-goggles. When in use these can zoom in on distant objects, giving Snake the chance to plot his route into the missile base without being detected.

Graphically Metal Gear Solid sets a new standard in PlayStation gaming. Because of the roaming camera it's a lot more versatile than, say, Resident Evil, but also creates a tense atmosphere simply with clever camera work. Lighting effects are used extremely well too, especially during one of the fight sequences with a bad guy called Ninja. He's kitted out with a Predator-type suit making him almost invisible to the human eye and uses his cover to run in close and



The slick presentation is complemented by involving gameplay and a compelling plot. The Metal Gear Solid environment is filled with artificially intelligent characters who interact with Snake and affect the outcome of the game. Rescue the delicious Meryl for example, and Snake could have found love at first sight. Well, at least it's not all blood and gore.









(TOP LEFT)
DURING ONE
OF THE MANY
SMART ACTION
SEQUENCES
SNAKE PLANTS
A LINE OF
BOMBS, THEN
RUNS FOR
COVERS AS
THEY EXPLODE
IN TURN. IT
REALLY IS
SUPERB.

#### MASTERS OF TERAS KASI

Interest in Masters of Teras Kasi was understandably enthusiastic. However, the excitement surrounding the game was largely because it's a Star Wars tie-in, not because it excels as a 3D beat 'em up.

On paper the game sounds fantastic. It's standard beat 'em up fare, with a handful of familiar Star Wars heroes and villains kicking the crap out of each other in a series of oneon-one bouts. Fighters can summon The Force to pull off spectacular moves, or alternatively pull out a weapon and fire off a few blasts from afar.

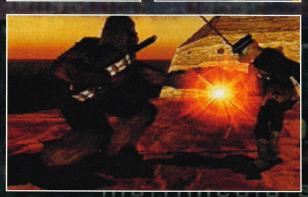
Luke Skywalker leads the Rebel assault, joined by Chewbacca, Han Solo and Princess Leia. The bad guys are out in force though, with Darth Vader spearheading the attack. Boba Fett also rears his ugly head, along with a Tusken Raider and a Gamorrean guard named Thok. LucasArts has also introduced a new character called Arden Lyn, a master of the martial art teras kasi who is out to destroy the Rebel Alliance.

Each of the characters has been rendered in 3D and the animation has been created using motion-capture. However, at this early stage Master of Teras Kasi is looking a little shaky. The fighters move awkwardly, attacking with all the fluidity of a stop-motion animated cartoon. It will get considerably better, LucasArts assures us, with flowing attacks and combos, plus intuitive special moves. Masters of Tera Kasi isn't due for release until Christmas so there's still a few months left to add the final touches. PlayStation Plus is optimistic that LucasArts will rectify the gripes currently dogging the game, otherwise this slapfest will suffer a beating from the hands of our reviewers. LucasArts, better be warned!











#### **WILD 9** INTERPLAY

Shiny Entertainment's 3D platformer is progressing very nicely indeed. As leader of the Wild 9 heroes, Wex must rescue his eight fellow compatriots. They're being held captive by the evil nasty thing Karn, a living face the size of two football fields. It gets even weirder, as Wex is confronted by a massive metallic creature called Tank, who hunts his prey using sonar. And then there's Filbert, the eight-foot frog that batters its opponents with huge maces! The nine levels are varied both in terms of presentation and gameplay, plus there are loads of

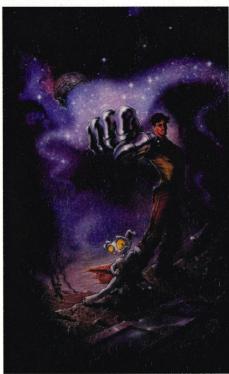
wacky monsters to test out Wex's awesome power glove which he's affectionately nicknamed The Rig. This is 3D platforming at its best. Watch out for it...

#### BLASTO SONY

He's brave, he's bold, he's... Captain Blasto. The PlayStation welcomes its newest hero, a musclebound meathead who has come to save the earth from impending doom. Using smart laser guns and devastating wit, Captain Blasto is the only hero who's man enough to fight off Bosc the Terrible and his army of alien onionheads. The game is a 3D platformer set across eight bizarre worlds, each of which is based on classic 40s cartoons. The result is a visually unique experience, as Blasto strides across the stylised 3D environment. The game area is huge and Blasto is free to roam wherever he wants. There's danger around every corner though, so just make sure you run in the opposite direction!







#### RESIDENT EVIL: DIRECTOR'S CUT GAPCOM

Take the already bloodspattered Resident Evil, immerse in a vat of severed limbs and intestinal trails and shrink-wrap in a film of rotting flesh. The result? Resident Evil: Director's Cut, a goreheavy nightmare that returns to the haunted house deep within Raccoon Forest. Resident Evil: Director's Cut contains the original UK release, an uncut version plus the all-new enhanced game. Improvements include new character outfits and camera angles. plus a new monster and weapon. Also included is a demo of Resident Evil 2, so while additions to the original may be minimal, it's almost worth it for a sneak preview of 1998's hottest game.

#### NAGANO WINTER OLYMPICS '98

After the fantastic International Track & Field, the Konami sports range is turning its attention to the snow-capped spectacular of next year's Nagano Winter Olympics. The game is currently being developed by the team responsible for Track and Field, and the same level of skill and excitement is expected of this all-new follow-up. Nagano Winter Olympics '98 will be a one-player game but is most enjoyable in the multiplayer competition, taking on up to three other athletes. Although the final event roster has yet to be confirmed the game will definitely feature freestyle skiing, bobsled, luge, the downhill and the ski jump. Motion-captured animation ensures Negano Winter Olympics will be visually realistic as

well as fun to play.







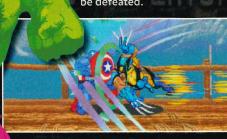
#### MARVEL SUPER HEROES GAPGOM

Fantastic! One word which describes Capcom's conversion of the number one arcade smash. Early PlayStation code was up and running, and already it looks very impressive. Visually the conversion is spot on, boasting massive character sprites, some cool effects and all the fighters from the original coin-op. It's not running as fast as its arcade parent at the moment though, but this will change with optimisation - when the game finally comes out it's likely to be virtually identical to the original game, both graphically and in terms of gameplay.

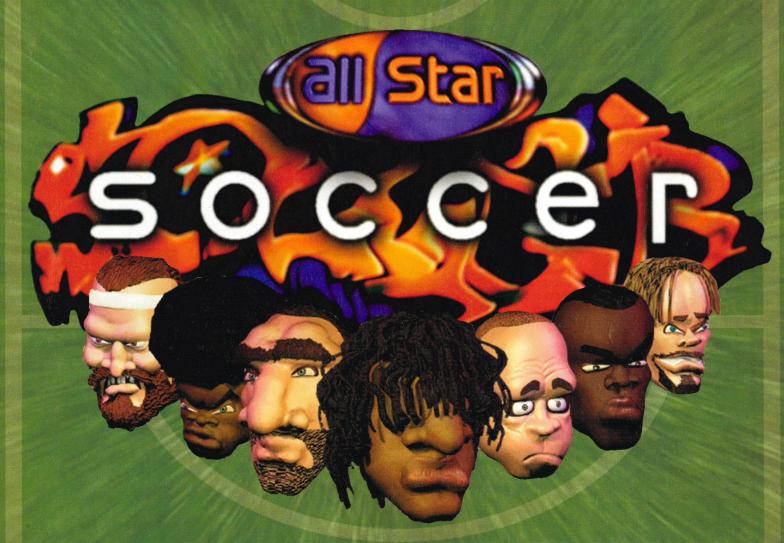
For the uninitiated, Marvel Super Heroes is a 2D beat 'em up in classic Street Fighter II vein, taking the Marvel licence used for X-Men: Children of the Atom a step further. Ten of Marvel's toughest super heroes are gathered here, including Captain America, the Incredible Hulk, Spider-Man, Psylocke and X-Men geeza Wolverine. Naturally there's a handful of super villains to chin, led by metalhead Doctor Doom. His underlings – who include fat bloke Juggernaut, Magneto, Shuma-Gorath and Blackheart – are the first line of resistance any would-be hero encounters, defeated in turn in the search to discover the Infinity Gauntlet. The bearer of this all-powerful glove has infinite power at their fingertips, so it's a race against good and evil to see who gets the mighty mitten first.

Marvel Super Heroes is overloaded with attacks and special moves, many of which are unique to each character. Capcom has introduced infinity gems to the game as well. When collected they reward the holder with a special ability – some slowly restore energy, others increase the

strength of each attack. The Infinity
Gauntlet is only uncovered when all
six gems have been found, so
only then can evil deity Thanos
be defeated.



# BUILD THE UILD THE UILTHIAT HINE SCORING MACHINE



"WONDERFULLY IRREVERENT AND RIDICULOUSLY PLAYABLE"
TOTAL PLAYSTATION 90%



"The ultimate Playstation challenge for all soccer fans! Build your perfect dream team! Not only does All Star Soccer let you dictate the tactics, formation and playing style of your squad, but actually lets you create custom players with just the right mix of skill, speed and intelligence. If you thought all football games are the same, then you haven't played All Star Soccer!"





CIDOS

## AN M STORE

#### ZOMBIE COPS ON THE RAMPAGE IN RACCOON CITY

#### CAPCOM

GHOST IN THE SHELL

Currently the object of

much critical acclaim in

Japan, Ghost in the Shell is

the bizarre new shoot 'em

up due from THQ this win-

film of the same name, the

game centres around the

movie's personal combat

pods (called Fuchikomas, apparently). Agents climb

inside these mobile guns,

chasing down terrorists

who are equipped with

Although this may sound

like pretty standard fare,

Ghost in the Shell is unique

well as trundling along the

scale pretty much any sur-

face, so battle often takes

place while climbing up

so on. Naturally it's

anime-style visuals,

Sounds just dandy.

crammed with tons of

including loads of pre-

pubescent cartoon girlies.

the side of buildings and

similar hardware.

in that the pods are

extremely versatile. As

ground, they can also

ter. Based on the Manga

Before E3 kicked off the word on the grapevine was that Capcom was going to have a playable version of *Resident Evil 2* on show. There wasn't. Instead a rolling demo was displayed, the very same demo version that's being bundled with

Resident Evil: Director's Cut. But what the heck, already it looks cool. In the two short minutes of footage that was actually shown, Resident Evil 2 looks to be the supersequel Capcom

promised. The first noticeable difference between this sequel and the original is the level of the gore. Capcom has upped the body count in Resident Evil 2 so now there's a lot more blood flying than before. Zombies are bagged in a shower of crimson as rookie cop Leon Walker and Claire Redfield (Chris' sister, presumably) fight off the undead

army, blowing them in two with the shotgun and covering the walls in a sticky spray of viscera. The zombies aren't easy meat either, even when they been ripped in half. Incredibly they still keep coming, dragging their

severed torsos along the floor to get close enough for an ankle bite!

The nightmare begins in Raccoon City police station, usually a safe haven but now a hell-hole overrun by zombie cops looking for a bite of fresh meat. Armed initially with a pistol, the battle is tense. Rotting corpses stagger from all directions, lunging at the hapless heroes. Manage to stay alive long enough and the armoury brings salvation in the form of better weapons. The shotgun and high-powered pistol can stop a bad guy at short



range, but the sub-machine gun is the only thing that will bring down some of the bigger and meaner zombies later in the game.

Having worked through the cop shop it's out into the city streets, which are also teeming with afterlife. It's not just undead policeman patrolling this area either, with spooky spider-like creatures and lumbering demons crawling from the darkness.



















The sewers provide safety for a few moments, but seconds later a ball of flame ignites the very walls around the player! it's gripping stuff, as flaming zombies stagger through the dank tunnels, closing in on the two cops as every

second passes. Resident Evil 2 is a big game, spanning two CDs and boasting a game area more than twice the size of the original. Capcom has added a lot more surprises too, with zombie ambushes likely to scare the shit out of even the bravest gamer. Dramatic camera angles and a cinematic musical score are also used to increase atmosphere, so this is no game to play with the lights off. Or without rubber pants... Be afraid.







#### STREET FIGHTER EX PLUS

Capcom's PlayStation conversion of this slick coin-op is already looking creamy. Six of the original Street Fighter II characters are rendered in 3D, joined by 10 allnew fighters including the spooky Skullomania and the boyish Doctrine Dark. Gameplay remains intact for the conversion, plus a few extra bits have been squeezed in the PlayStation game. Sakura will feature even though she wasn't in the arcade original, along with handy bendy geeza Dhalsim. Bonus stages have also been included with fighters punching through waves of rolling barrels to notch up high scores. Boss characters are also accessible, making this the most exciting Street Fighter instalment for years.













#### CRASH BANDICOOT 2

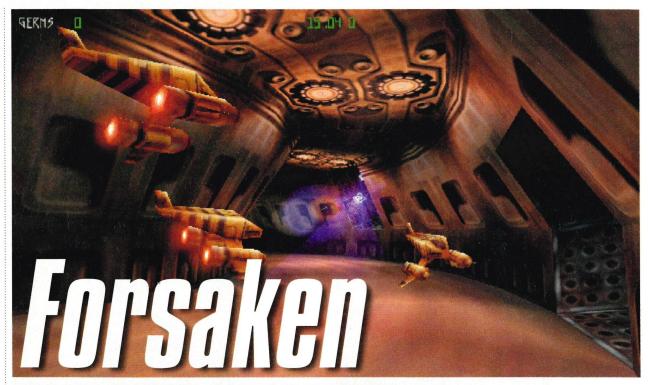
Crash Bandicoot was a nice little earner for Sony. Some hated the damn game, others loved it, but either way it earned a packet. A sequel was inevitable then, and this Christmas marks the return of the madcap marsupial to PlayStation. Original developers Naughty Dog step into the coding seat for the sequel, creating a game that takes the best bits of the first Crash Bandicoot and adds a whole load of new stuff.

Once again nutty professor Neo Cortex has flipped, creating yet more bizarre creatures for Earth-conquering duties. The boy Bandicoot is integral to his megalomania-cal plans, but guess what..? Crash ain't siding with no nutcase. Instead he's back to thwack Cortex and his psychogidakick. Nitrus Brio

sidekick, Nitrus Brio. Initially Crash Bandicoot 2 looks exactly the same as the first game. Okay, the graphics are even better and there's a change of scenery, but the structure of each stage looks pretty similar. There are levels that scroll from left to right, and others that move in and out of the screen. There are even stages that move in every direction, but Crash is still limited to moving down corridors - this is no free-roaming 3D platformer like Croc. However, loads of improvements have been made. The game isn't as unforgiving as the original and is therefore nowhere near as frustrating. There's a lot more variety too, as Crash slips on a rocket pack and flies through parts of the game. There's also a makeshift jet ski to ride, plus loads of new moves and combos to try out. It's not as linear as the first game either, and uses junction rooms to join levels and allow the player to tackle the game in pretty much any order they please. Sounds pretty

good to us.





#### BLOOD, BIKES AND PILLAGING ON A DESOLATE FUTURE EARTH

#### **ACCLAIM**

FINAL FANTASY VII

The American version of

Unsurprisingly it looks

every bit as good as the

Japanese game, only this

time it's possible to under-

stand what each character

is saying! Because most of

already been done it looks

date, squeezed onto three

the most spectacular FMV

the translation from

Japanese to English has

like Final Fantasy VII will

CDs containing some of

PlayStation. The game is

already in great demand,

and if Japanese sales are

matter of hours. Maybe

anything to go by, Final Fantasy VII will sell out in a

now might be a good time

hit its autumn release

ever to grace the

to pre-order...

Final Fantasy VII was

unveiled at E3.

Forsaken is the fruit of Acclaim's ongoing relationship with Croydon coders Probe. Set in the future when

Planet Earth is just a lifeless hulk left devastated by nuclear experiments, the charred remains are now home to hundreds of scavengers all looking for loot.

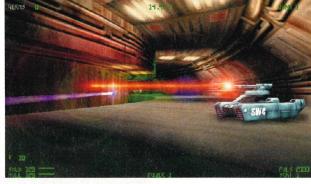
You're one of these mercenary thugs whose only means of survival is to rummage through abandoned settlements in the hope of finding useful weapons, ordnance and any other items of value. Sadly for

you, that's what just about every other mutant on the planet is doing too, so all hell breaks loose and the laser bolts start flying.

Forsaken is a first-person perspective action game similar to Descent. Well, similar insofar the game is set below the Earth's surface as hundreds of scavengers fight it out in the maze of mine shafts. All similarities to Interplay's underground blaster, however, end there. Forsaken is no clone and it's sure as hell isn't a substandard rip-off of an old PC game. Nope, it represents a considerable leap forward both in terms of graphical achievement and gameplay. The game engine is incredi-



ble. Whereas *Descent* could be slow and jerky, this cutie is super-smooth and very, very fast. Each of the scavengers rides around on a pioncycle, an anti-gravity bike capable of trouser browning





speeds. There's barely time to brake before power-sliding through the tight tunnels, but luckily these bikes are agile machines. They handle differently too, depending which scavenger gang you



decide to join with.

No matter which team of mercenaries you side with there are still loads of weapons to play around with. Each pioncycle carries an array of 25 offensive sys-











**GET YOUR OCULAR KIT** AROUND THESE SCREENSHOTS. FORSAKEN'S GOING TO BE A **PLAYSTATION** BIGGIE BECAUSE IT'S FAST, IT PLAYS LIKE A DREAM AND IT LOOKS HOTTER THAN A FRESHLY BAKED POP TART.







tems, from heat-seaking missiles that track targets through the weaving mineshafts, to laser cannons and bombs that are dropped behind the bike to persuade any pursuing thugs to give up the chase. Extra weapons and ammunition supply power-ups are scattered throughout all 15 levels.

The visual style varies from one stage to the next, and little puzzles are subtly introduced during the later stages of the game.

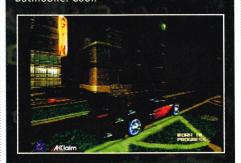
Forsaken is still an outright shoot 'em up, though. The aim of each gang is to loot as much stuff as possible, and the best way to do this is to frag the ass off the opponents first, then go and get

the goodies. With over a dozen other cyber vultures kitted out with the same Level of hardware technology, it's never quite that easy.

Still, if it gets too tough battling it out against skilled drone bikers, switch over to the multiplayer game. PlayStation Forsaken will boast a split-screen mode with eight dedicated arenas, so this is one game where two heads are most definitely better than one.

#### BATMAN & ROBIN

As box office sales go ballistic for the movie, the Batman & Robin batwagon gains pace with the imminent release of the video game. It's a 3D action game in which the player controls either Batsy himself or one of his two counterparts, namely Robin or the shapely Batgirl. Bad guy Mr Freeze teams up with Poison Ivy to drag Gotham City back to the ice age. Only the the codpieced trio can stop 'em, solving puzzles and going kick crazy in a fight through Gotham's vast cityscape. The game is crammed with Bat-gadgets galore, including some pretty cool chase sequences dumping the player in the hot seat of the Batmobile. Cool.



#### GEX: ENTER THE GECKO

Okay, okay, so the original was a bit naff. But trust us, the sequel looks really cool. For starters, it's not the substandard 2D platform game of old. Nope, this fella is a fully paid-up member of the 3D arcade adventure posse, to the point where even Mario 64 is getting a bit worried about 32bit competition!

Yup, Gex is back and this time he's rendered. The wisecracking gecko has undergone a major revamp, dispensing with his old image and adopting an much more credible guise. The result? Well, Gex is now a pretty cool character.

Better still, the game looks fantastic!

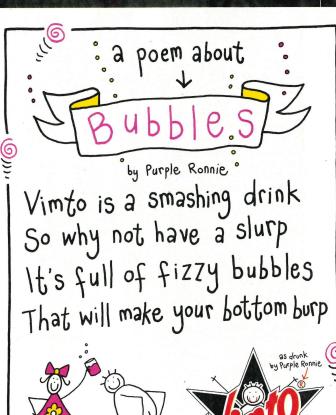
What developer Crystal Dynamics has basically done is take the original game and transform it into 3D. Therefore a lot of the level styles and enemies will be familiar to owners of the original Gex. A lot of the stages are also influenced by Hollywood and are often parodies of popular movies. This level of humour is taken a step further with the voiceovers, provided by the American HBO comedian Dana Gould.

But for all this next-generation technology and 3D malarkey, BMG and Crystal Dynamics is still insisting it's the Gex character that will drag the gamers in. True, the lizard has more charisma than ever before and looks much more life-like thanks to a staggering 3,000 frames of animation. And he can still perform gravity-defying stunts

using his suctioncupped paws and agile tail.

But no matter how good the game is, Gex has still to convince PlayStation owners that he's cool. OK, his past is tarnished, but we reckon he's up to it...







IN TOMB
RAIDER 2 LARA
GETS TO GO
WALKABOUT IN
THE STREETS
OF VENICE,
CREATED IN
SUCH LOVING
DETAIL
THEY'RE EVEN
BETTER THAN
THE REAL
THING.
PERHAPS.

CARDINAL SYN Sony

The beat 'em

already heavily

but Sony's newie

pretty special to

the battles take

most impressive. They're visually

slick and potentially

lethal, with fighters

obstacles as well as

the attacks of their opponents. The char-

acters are huge too.

standing almost as tall

as the screen and moving

with incredible fluidity. Cardinal Syn is an impres-

sive game then, as two

monster warriors battle

it out with swords, axes

and maces. Magical

attacks are available

too, pulled off using

Dpad combos. It's not

though, so until then it's

familiar button and

due out until 1998

back to Soul Blade...

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may be the first gored-

PlayStation, but it's the

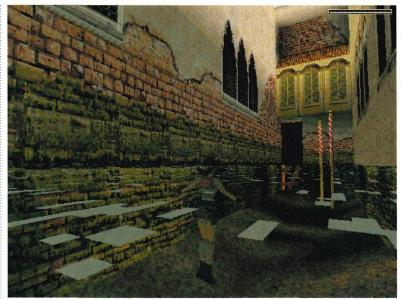
environments in which

up 3D fighter on the

overcrowded,

has something

up arena is









#### LARA CROFT: NOW TWICE AS BIG AS BEFORE...

#### EIDOS

SULF

It's arguably the sequel of the year and marks the return of the PlayStation's hottest babe, Lara Croft. Yup, Tomb Raider 2 is the next biggie from Eidos Interactive, which is hoping the all-new sequel will reach the same staggering level of success as the original. She may already have made a whopping £7.6 million this year but this time round Lara has set hers sights on a cool £10 million. She'll probably do it too. Not just because Tomb Raider 2 is a piece of coding genius, but also because she's one hot chick with great things in

> But enough of Lara, this is *Tomb Raider 2* and it's a whole lot better than the first game.

front her (arf arf).

Lara is once again on the trail of a precious ancient artifact which is believed to be hidden deep within the Emperor's Palace at the Great Wall of China. This archaeologist lark isn't as easy as it looks though and

before long Lara has hit a stumbling block. There's no way in. This sort of puzzle is common in *Tomb Raider 2*, and can only be solved by thoroughly exploring each of the massive levels. This time Lara has a lot more freedom to search her environment by using her gymnastic skills to jump to higher platforms and cling to tiny ledges. She can



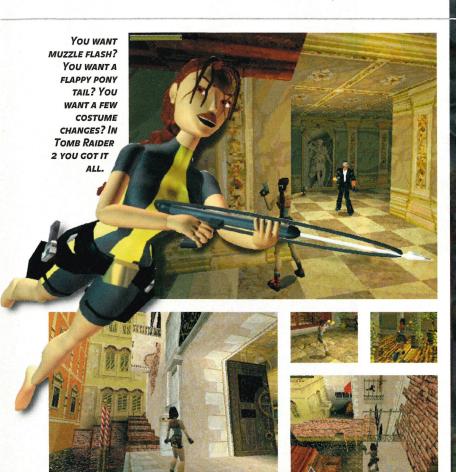
now climb vertical surfaces too, using suitable hand grips to latch onto and pull herself to the top.

Swimming plays a much bigger role in the sequel, especially when Lara flies off in search of clues at the waterlogged city of Venice. The murky depths hold many secrets, but are also home to giant sharks and other under-









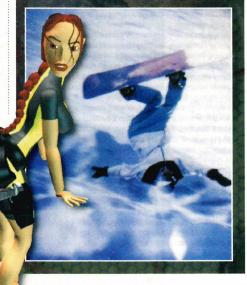
water nasties. Luckily Lara carries a harpoon gun as part of her new arsenal and is also kitted out with a sexy wetsuit and flippers. In fact there are a lot more costume changes in the follow-up, with the buzom brunette switching from her signature skitching from her signature sto the swimwear and even a thick fur-lined coat for snow-laden areas of the game.

In addition to the overall visual changes featured in Tomb Raider 2, Core has also added a number of other neat details. Most noticeable is Lara's long ponytail, which now flaps around as she runs. Dynamic and real-time lighting have also been incorporated. Flash from her gun muzzle will light up dark corridors, while the sun will rise and fall as Lara gradually makes her way around any exterior locations.

And there's more... The 3D engine has been refined so clipping is improved and the camera angles no longer move uncontrollably. Stacks of hidden rooms ensure replay value is maximised, and there's even a rumour about the inclusion of some sort of vehicle. Hmm, sounds awesome.

#### COOL BOARDERS 2

Sony is back on the piste, and this time its brought its mates. Yup, Cool Boarders 2 is the bigger, better brother of the first game, and includes an avalanche of improvements over the original outing. The most obvious difference is the addition of other boarders. No longer are the slopes devoid of life as eight competitors race down each run. Plus there's the opportunity to take on a human opponent in the multi-player game. A selection of new courses have been included along with fresh characters and individual boards. The half-pipe is pretty smart too and allows boarders to pull slick tricks while taking in those big air jumps.





E3 gives the cream of the industry the chance to show off their wares. Naturally, giants like EA don't miss out...

#### PANDEMONIUM 2

Crystal Dynamics set the pace for the 32bit platformer with Pandemonium, now it plans to up the ante with an all-new sequel. Pandemonium 2 is set a few years after the first game, re-introducing whacked-out jester Fargus and a more, um, developed Nikki into the fray. Naturally their magic skills and attacks have been refined since the first game, and both Fargus and Nikki have learnt new moves and abilities which prove vital for completing some of the trickier levels. A new character also debuts in Pandemonium 2, namely a puppet on a stick called Sid!

Technically the game is a big improvement over the original, although at first it looks all too similar. Once again the levels mainly scroll from left to right, but this is all the more exciting thanks to the roving camera which rotates around the action giving a great feeling of depth to each level. The puzzle element of the game has also been beefed up, so each world is now a lot more involving. Rather than just running from one end of the level to the other, switches must be pushed and levers pulled in the right order to open up gates leading to the next section of the game.

Graphically Pandemonium 2 has been painted with the same psychedelic brush that visualised the first game and light-sourcing has been used to create a truly bizarre world. This acid-trip flavour is complemented by a jungle sound-track, a pounding beast that matches the in-yer-face action of the game.













Top tank action from Sony. Climb inside a futuristic battle tank and blow the crap outta the enemy with big missiles. Gameplay is action-based rather than straight simulation, fighting either a computer-controlled opponent or facing off against another human player. Nine theatres of war (plus six specific to the split-screen game) offer a varied battleground, from the densely populated city streets to the desolate sandy plains. Graphically Steel Reign, erm, reigns supreme, with loadsa meaty tanks 'n' stuff trundling across detailed landscapes. Each vehicle can be customised too, so there's no limit to the size of the gun strapped to the side of the tank.



MDK is still a long way from completion. The version on display was just 40% complete so looked a bit ropey. However, the basic game structure was up and running, and already PlayStation MDK had all the essential elements of the PC classic. It moves well, but tends to stutter when the screen becomes crowded with enemies. This problem should

be ironed out when the code is optimised, though. Other aspects like sniping and free-fall sections have yet to be tidied up too, but both should be as slick as the PC original when the game is released around Christmas.







#### **CART WORLD SERIES**

This is Sony's own Indy Car game, developed in the big of US of A. Imagine Formula 1 racing with simpler circuits and drivers with ridiculous names like Randy Buttnugget and you get the basic gist of what this baby is all about. The cars apparently handle like the real thing thanks to advanced vehicle physics, allowing for spectacular crashes when rookie drivers blouse it on the first corner.

Over 10 Indy Car circuits have been faithfully recreated and crammed in the game. Naturally there are stacks of views to choose from, plus all the constructors and drivers from the recent Indy Car season. Murray Walker has opted out of the commentary though, replaced by the strangely named Chip Stickenackleberger. Whoever he is.



#### PITFALL 3D: BEYOND THE JUNGLE **ACTIVISION**

Pitfall Harry's PlayStation outing is an impressive beast. It's a 3D platformer bearing many similarities to its Atari VCS roots, as Activision's Indiana Jones-alike swings from vines and jumps across chasms. It's edge-of the-seat stuff, as giant-sized scorpions scuttle through the darkness and balls of flame threaten Harry's life every step of the way. Action is intensified through the use of roving camera angles. The levels are numerous and varied, from lava-swamped volcano peaks to treacherous underground caverns, plus bonus stages to increase score and energy. To succeed in his quest Harry must fight to save the gorgeous rebel leader, using just his rock pick for protection. It ain't easy, but then a hero's life never is...



One-time video game gurus the Bitmap Brothers step warily onto the PlayStation with this PC conversion. Z is a real-time strategy epic that's viewed from above. Players control small armies of battle-scarred robots and must use individual units to gather resources while at the same time attack the enemy encampment with another group of troops. It's fast-paced and hugely enjoyable, not to mention challenging and rewarding. New troops and weapons are introduced as the game progresses, so by the time you've battled through to the umpteenth level your army has more than doubled in size! A two-player link-up option is included to support the standard one-player game, plus Z is mouse-compatible making it even easier to play. Smart.







"...EXCELLENT GRAPHICAL CONTENT.
GAMEPLAY IS IMPRESSIVE"
[EDGE JULY '97]

"FIRST ENCOUNTER"







AVAILABLE FROM ALL GOOD STOCKISTS ON PC CD-ROM AND PLAYSTATION







# - 11 ---

#### HERCULES SONY

SONY'S
ARCADE/ADVEN
TURE ADAPTATION OF THE
NEW DISNEY
FILM.
PREVIEWED
THIS ISSUE.

NHL
POWERPLAY
'98
VIRGIN
THE SEQUEL TO
VIRGIN'S
RECENTLY
RELEASED ICE
HOCKEY GAME.
NOW WITH
NHL BRANDING.

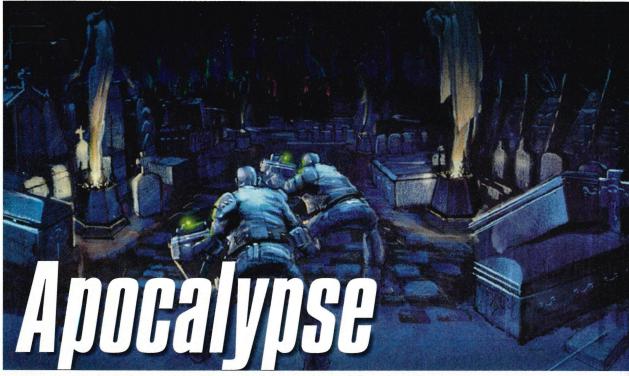
#### ROAD RASH 3D EA

ONE OF EA'S
OLDIE BUT
GOLDIE TITLES
IS TAKEN INTO
THE THIRD
DIMENSION.

#### CHILL FIDDS

sports bandwagon picks up speed with Chill, Eidos' super-fast snowboarding beast. Using a wafer thin strip of fibreglass as a board, competitors are invited to throw themselves down one of five terrifyingly steep mountains. The first to reach the bottom (preferably intact) is the winner. Scrolling is lightning fast and hard-as-nails courses make for tricky gameplay, but the intuitive control system balances the difficulty level nicely. Each slope is blessed with snow drifts and halfpipes, perfect for grabbing some big air. Stunts can earn valuable points. but fast runs are just as useful. A choice of boards is available as well, some suited to speed and others for pulling off tricks. A two-player game is included, in both splitscreen and link-up modes, so loneliness on the piste is unlikely.

The PlayStation extreme



#### CYBER BRUCE'S APOCALYPTIC SHOWDOWN WITH THE FOUR HORSEMEN

#### **ACTIVISION**

Activision may have suffered from relative anonymity so far on the PlayStation, but the release of *Apocalypse* looks set to change all this. It is the first game to employ

the talents of an A-list Hollywood star, taking one of Tinsel Town's biggest names and giving him him the starring role in what might be the most ambitious PlayStation game yet.

The star in question is Bruce Willis, top action geeza who got the role shortly after filming the sci-fi epic The Fifth Element. Willis apparently jumped at the chance saying it was an excellent opportunity to expand his career. The hefty wad of cash probably didn't hurt either.

But here it is, Bruce Willis coming to a PlayStation screen near you.

The game is yet another futuristic shoot 'em up with the future of the earth under threat. A false prophet known only as The Reverend is using nanotechnology to summon the The Four Horseman of the Apocalypse. With Death, Plague, War and The Beast (odd, I thought Famine was the other one) spreading evil across the globe, the end is only a matter of time.

Bruce must stop them. Or at least, with your help. See, even the Die Hard tough guy can't handle this on his own. After all, he's only an artificially intelligent battle buddy. Nope, the player must tackle the four bad guys themselves, using Willis to



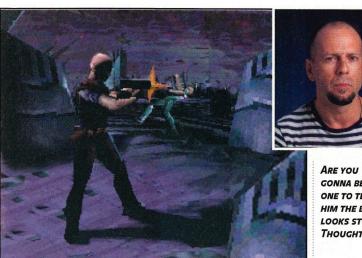












GONNA BE THE ONE TO TELL HIM THE BEARD LOOKS STUPID? Тноиснт нот.

help rather than relying on him to kill the enemy.

The game itself is a 3D blaster which views the action from behind the player. Starting off in the crimefilled city streets, the first objective is to wipe out waves of attacking scum, then find each of the Horsemen in turn, Luckily, there are stacks of weapons available to the player, starting with the weedy laser rifle. The hefty plasma gun is better, but is still no match for the all-powerful rocket launcher. Other guns are available including the flamethrower which is devastating but only at close range, and grenades

time. While the player is busy fragging alien ass, Bruce runs around doing his

one enemy at a

which are

perfect for

taking out

more than







thang as only Bruce can. He's

there to help crap gamers out

of sticky situations, stepping

into the fray just as the

bears a resemblance to the balding superstar the artificial intelligence has yet to be implemented - all he does at the moment is run around aimlessly, shooting things. Hmm, perhaps the Willis personality has already been added after all...





#### CROC **FOX** INTERACTIVE

ONE OF THE BEST LOOKING **PLATFORMERS** FOR THE PLAYSTATION. PREVIEWED ON PAGE 50.

#### **NIGHTMARE CREATURES** SONY

KALISTO'S STUNNING-LOOKING 3D REAT 'EM UP. Now set for A DECEMBER RELEASE.

#### RAPID RACER SONY

3D BOAT RAC-ING GAME, DEVELOPED BY THE PORSCHE TEAM. PREVIEWED ON PAGE 58.

#### **MAXIMUM FORCE** MIDWAY

ANOTHER DIGI-TISED SHOOT 'EM UP FROM THE PEOPLE BEHIND AREA 51.

#### WWF '98 **ACCLAIM**

ANOTHER OUT-ING FOR ACCLAIM'S LONG-TERM WRESTLING ASSOCIATES.



THE ACCLAIM STAND - OVERFLOWING WITH GAMES BUT SADLY LACK-ING CUTE TOTTY. BEARDY BLOKES WERE OUT IN FORCE THOUGH.

#### FIGHTING FORCE

Fighting Force may have looked good, but the three chicks promoting the game looked even better. Wearing skimpy PVC outfits, the two blondes and a brunette cavorted around the Eidos stand, enticing men over to watch the game. And it worked. I staggered across, followed by a dozen or so drooling blokes, but found myself gawping at the girls' leather g-strings instead of the game. Oooh...

But the game. Fighting Force is a smart-looking 3D beat 'em up in which up to two players can move through the detailed environments picking up weapons and kicking the crap out of any sap wandering within arm's reach.

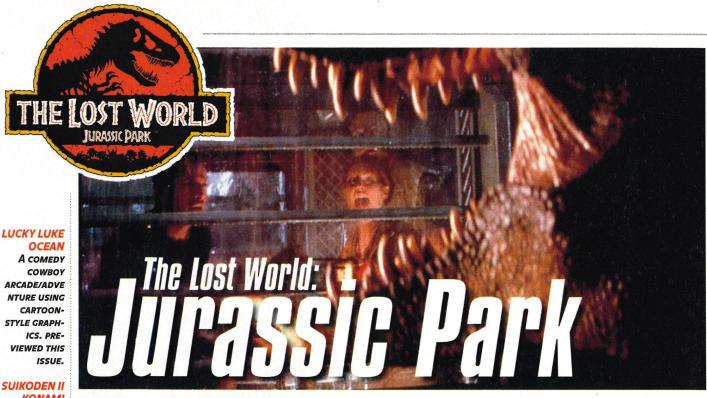
Obviously the game is bit more complex in practice. For starters there are multiple routes through the game, fighting through different locations and encountering alternative bosses. The scenery changes drastically between locations too, the streets cluttered with parked cars and fire hydrants, while the subway station is crowded with Coke machines and even tramps sleeping rough on benches! The player can interact with background objects, kicking them for bonuses and generally wrecking the joint.

Each of the four characters has a different fighting style. Hawk, a musclebound hardnut with oversized biceps, uses sheer brute force to pummel his opponents, while the sprightly Mace is light on her feet and is an expert in martial arts. Of course weapons are always better than fists, and Fighting Force is crammed with baseball bats, batons and shotguns. Heck, there's even a rocket launcher in there if the going gets really tough!









#### COWBOY

ARCADE/ADVE NTURE USING CARTOON-STYLE GRAPH-ICS. PRE-**VIEWED THIS** ISSUE.

#### SUIKODEN II KONAMI

FOLLOW-UP TO THE BRILLIANT KONAMI RPG. AN EVEN LARGER TASK IS PROMISED.

#### SOMETHING HAS SURVIVED...

#### **ELECTRONIC ARTS**

The Lost World: Jurassic Park is perfect videogame fodder. As the movie is crammed with

massive dinosaurs, some chunky weapons and a healthy spattering of blood and gore it's a near-perfect recipe for success. So, assuming all these elements make it into the PlayStation game, this creature is sure-fire winner, right?

Developer Dreamworks Interactive certainly hopes so, and so for does EA which is publishing the game. If American box office

sales are anything to go by, The Lost World film is gonna bring in cash by the truckload, and that can only be good for the conversion.

Anyway, the game is scheduled to hit just after the movie. It's a lot like the film in many ways too, in that it's basically a load of really smart visual effects strung together by the flimsy plot. There are chase scenes, bits that makes you jump and a final showdown, but most of all there are dinosaurs. Hundreds off 'em, in fact.

The story goes like this. Something has survived, namely a shitload of dinosaurs which have been quite happily chomping on each other over at site B, the previously

unknown breeding ground for the dinos. Now it's been discovered by a team of scientists sent to perform tests on the island's indigenous wildlife. But rather than following a few small lizards and running tests on animals, the docs instead stumbled across a couple of T Rexs. A lot of blood, loose bowel













#### Broken Sword 2

Yank private eye George Stobbart has uncovered another mystery. The wisecracking blond bloke is again on vacation when whoops, he uncovers a mysterious Mayan prophecy involving global death at the hands of the Lord of Darkness. Cue much puzzle solving and adventure type things, as Georgie boy unravels the game's twisty turny plot. Broken Sword 2: The Smoking Mirror will continue the series tradition by featuring breathtaking graphics, but it's the actually gameplay that makes this sequel rather more interesting. The storyline is non-linear, so there's more than one way for George to solve this monster mystery. Extra marks for added replay value here then.







movement and severed limbs later and all hell breaks loose, as gun-toting big game hunters are sent to wipe out the Jurassic threat.

The game itself focuses both on the dinosaurs as well as the hunters. It's basically a 3D platformer, a sort of Pandemonium with big lizards, with the player initially cast as a tiny Compsognathus. As this chicken-like beast the aim is to dart through the undergrowth evading the threat of larger predators. The Raptor, being much larger and stronger, isn't threatened that much by other dinosaurs, although the Tyrannosaurus Rex can still cause problems while the hunters fire off a hail of bullets. Lastly it's the turn of the T-Rex, which must dodge or devour the armed soldiers hunting it down.

The player can also opt to be a hunter, using the biggest gun possible to bag dinosaurs and outwit the thick-skinned reptiles. There are also puzzles to work out, but solving problems normally gets relegated to the back-burner when there's a hundred gigantic dinosaurs set on ripping you limb from limb.

Dreamworks Interactive has obviously spent a lot of time

#### OGRE BATTLE ATLUS

ALREADY A HUGE HIT ON THE SUPER NES, THE POPULAR RPG SERIES IS SONY-BOUND.

#### MAGE: THE DARK AGE MIDWAY

A 3D BEAT 'EM
UP FEATURING
MEDIEVAL
CHARACTERS
AND DODGE
AND COMBO
MOVES.

#### HARDWOOD HEROES MIDWAY

FULLY REN-DERED BAS-KETBALL GAMES, AND YET ANOTHER OFFICAL NBA LICENCE.



PAC-MAN IN Ghost Zone FEATURED PROMINENTLY ON THE NAMCO STAND, ALONG WITH Time Crisis AND Air Combat 2.











Before you even ask, I loved the film. Bollocks to those who thought the plot was rubbish and 'lacked any sense of reality', The Fifth Element is a ball-bursting sci-fi action movie that rocks. Top hardman Bruce Willis takes the limelight, with foxy chick Milla Jovovich and loads of half-naked birds dancing around in the background.

Unfortunately the game has none of the above. There's no Willis, no scantily clad girlies and no horny Milla. It does, however, feature their 'likenesses'. Oh well. Anyway, *The Fifth Element* game follows Korben Dallas (Willis) and Leeloo (Jovovich) as they attempt to save the earth

from the Ultimate Evil.
Some 250 years in the future, aliens land

on earth.
But rather
than eliminate

humankind and tear the planet to pieces, they offer us ultimate protection in the form of the five elements.
Unfortunately just when we need it most of the pieces are missing...

The game kicks in with either Leeloo or Dallas searching for the missing four element stones (anyone who's seen the movie will know where the Fifth Element comes in), using brute force to battle through the alien Mangalores.

Developed by Kalisto, the game essentially uses a spruced-up version of the Nightmare Creatures engine. It's therefore a 3D fighting game, set over 15 levels of intense close-combat action. Each stage is influenced from scenes featured in the movie, so locations such as the Astroport and Fhloston Paradise appear regularly in the game. It;s only at the end though, that the Fifth Element is revealed and the source of all Evil is thwarted... Cool.



making sure the in-game

dinosaurs look as close to

possible. It works too,

really do look fantastic.

their movie counterparts as

because the Jurassic reptiles

However, at the moment the

gameplay isn't quite up to

scratch. With a little bit of

work though, this could be a

real - wait for it - monster.

Bollocks to being politically correct, Grand Theft Auto is one mind-blowing game. It's basically a joyriding sim. Choosing between one of three fully working cities, the player can nick any vehicle they choose, either by breaking into a parked car or hailing one down in the street and dragging the driver out of the window! The point of all this criminal activity is to keep big buddies with the gang bosses that run the gaff, using the stolen vehicles to run errands and so on. Police resistance gets gradually more intense as your criminal record becomes more tarnished although the heat can be turned down by taking a nicked motor to an illegal mechanics and getting it resprayed. Although Grand Theft Auto isn't visually that spectacular, this baby is over-flowing with creamy gameplay...





SAN **FRANCISCO** RUSH MIDWAY

3D RACER SET IN THE MEAN STREETS OF 'FRISCO. LOOKING VERY IMILAR TO URNING POAD.

> PACMAN **GHOST** ZONE **NAMCO**

RETURN OF THE PAC! AN ALL-NEW ADVENTURE FOR NAMCO'S PENSIONABLE PILL-GOBBLER.

> CRIME **KILLER** INTERPLAY

3D RACING GAME SET IN A CRIME-RIDDEN FUTURE. PREVIEWED ON PAGE 68.

#### **PARAPPA** THE RAPPER SONY

THE MOST ORIGINAL **GAME TO GRACE ANY CONSOLE IN** YEARS. NOW SET FOR A PAL RELEASE.

ROLLING STONE PRESENTS: THE TOUR BMG

BIZARRE COL-LABORATION BETWEEN BMG AND THE US ROCK MAG. Нимм.

> ROSCO MCQUEEN SONY

SONY'S ARCADE/ADVE NTURE TAKE ON THE **TOWERING** INFERNO. PREVIEWED LAST MONTH.



AIM OF THE **GAME IS TO HUNT DOWN** EVIL GEEZA MADGA USING THE TASTY SELECTION OF WEAPONS.



Lunatik is the first project from Pure Entertainment, and will be released through Eidos Interactive. It's an old skool shoot 'em up, but employs smart 3D graphic routines to give what is essentially a very basic game a really attractive visual hook. Stacks of cool lighting, scaling and rotation effects have been stuffed in the game, along with some monster power-ups that'll turn weedy lasers into awesome genocide blasts. There are eight levels which vary both in visual style and the enemies within, as well as the physical terrain far below the player's ship. The ground is actually 3D, although the fighter hugs the ground leaving the player to concentrate on widescale alien elimination.





FIFA: ROAD TO WORLD CUP '98 CER-TAINLY LOOKS BETTER THAN THE LAST GAME, LET'S JUST HOPE THE GAME-PLAY HANGS TOGETHER.



#### FIFA: ROAD TO WORLD CUP '98

ELECTRONIC ARTS

After the atrocity that was FIFA '97, Electronic Arts hopes its next football game will leave a slightly better taste in gamers' mouths. FIFA: Road to the World Cup '98 boasts a refined 3D engine and once again motion-capture from David Ginola. Gameplay has been improved, though. It's a lot easier to build up flowing plays, with great one-twos and some neat long balls. Reaction time has been rescued as well. One of the criticisms aimed at FIFA '97 was that it took too long for the motioncaptured animation to kick the ball. This is no longer the case, so top marks to Electronic Arts for this one. Competition is fierce though. Actua Soccer 2 is also looking very nice, so check out the future reviews when both games are released at the end of the year.



THQ's 3D beat 'em up moves very nicely indeed. Motion-captured animation is used liberally, giving a tremendous sense of solidity - the fighters actually look like they're hurting when punched to the ground. The game stars 16 contestants, each with individual fighting styles and special attacks. Blocking moves are innovative with nifty counter-attacks, plus there's the usual array of punches and kicks to throw at an opponent. Gameplay is fast and intense, and is complemented by the pounding alternative rock soundtrack. Whether it has enough variety to supersede Tekken 2 or Soul Blade remains to be seen, but it's already looking nice. Watch out for it in November.





#### CLOCK **TOWER**

HUMAN GRISLY ARCADE/ADVE NTURE, ALREADY A HUGE HIT IN JAPAN. NO RESIDENT EVIL, THOUGH.

#### NINJA **EIDOS**

3D BEAT 'EM **UP DEVELOPED** BY CORE DESIGN. ONLY PC SHOTS ON SHOW AS OF YET.

#### WRECKIN' **CREW** TELSTAR

DELAYED YET AGAIN, BUT TELSTAR'S BIZARRE RACER STILL LOOKS PROMISING.

#### **MEDIEVIL** SONY

STUNNING-LOOKING PLAT-FORM-CUM-ARCADE/ADVE NTURE. PREVIEWED LAST ISSUE.



MYTHOLOGIES TO SHOW OFF, WHICH IS SO FAR LOOKING OKAY.

#### LIENS VS PREDATOR

Fox Interactive's 32bit conversion of the archaic Jaguar game has been a long time coming, but early PlayStation code was on show at E3. Although the scrolling was a little dodgy and a lot of the detailed texture maps have yet to be added, it still offered a flavour of what the final game will be like. It is, quite simply, a bigger, better brother of the Atari Jaguar game of many years ago. So while the concept remains the same, the execution is somewhat different. The levels are no longer flat and featureless, and the gameplay isn't dragged out and devoid of action.

Instead PlayStation gamers get to choose between the Colonial Marine, the Alien and the Predator, tackling the game from each of their perspectives. As the Alien the aim is to simply survive, using razor-sharp claws and and teeth to fight off the opposition. The Predator is better equipped, using a wide selection of weapons and the unique infra-red view to track down the enemy. The human marine relies on his weapons, using the smart gun, rocket launcher or one of the other guns to frag the ass off the alien baddies.

Compared to the the original Jaguar game, the PlayStation version looks a whole lot better. The 3D environment is a lot more detailed, and gamers can now look up and down as well as left and right. This not only gives the player a lot more freedom, but also makes Aliens Vs Predator much more versatile than Doom. In this game enemies attack from above and below, while streams of aliens scuttle along the ceilings and attack from above. It's an intense experience, and one that's not for the faint hearted...









#### DUKE NUKEM 30

PlayStation Plus has been looking forward to this 3D blaster and finally got the chance to check it out at E3. The result? Well, it wasn't really that good. Admittedly it is a very early version, but still the scrolling was jerky and overall the game seemed unbearably slow. However, GT Interactive promises the final code will be much faster. We'll let you know when we see updated code next month. In terms of numbers of levels, monsters and weapons available, PlayStation Duke looks pretty close to the PC original. If only the update is sorted out, this

blaster could

be a corker.



#### CLAY FIGHTER EXTREME INTERPLAY

Despite development problems Clay Fighter Extreme is still coming to PlayStation. The game, which is a sequel to the original 16bit Clay Fighter, once again features fighters modelled from plasticine, but this time they're modelled in 3D. Clay Fighter Extreme looks unique then, but not just because of the oddball fighters. The backgrounds are pretty amazing too as they offer more than a flat combat arena. Fighters can move up and down as well as left and right, and can even interact with the scenery. If a character is thrown into a building, the fight continues inside! Clay Fighter Extreme breaks the... um, mould, then, and Interplay is hoping it will be the game all other beat 'em ups are, er, modelled on. We'll see.

#### FORMULA ONE '97 PSYGNOSIS LAST MONTH'S

LAST MONTH'S
COVER STAR,
AND ON SHOW
FOR THE FIRST
TIME.
LOOKING VERY
NICE INDEED.

G-POLICE
PSYGNOSIS
3D SHOOT 'EM
UP SET IN A
BLADE
RUNNER-STYLE
FUTURE.
PREVIEWED ON
PAGE 54.

#### OVERBOARD! PSYGNOSIS

BIZARRE SHOOT 'EM UP SET ACROSS A SERIES OF WATERY AND HAZARD-LADEN MAZES.

FELONY 11-97 SONY CRASH-HAPPY RACER ALSO KNOWN AS RUNABOUT, AND PRE-VIEWED ON

#### ACTUA SOCCER 2 GREMLIN

PAGE 64.

AN ALL-NEW ENGINE, WITH MORE CON-TROL OVER PLAYERS AND MOVES PROMISED.

#### ALIEN 4 FOX INTERACTIVE

NOTHING TO SEE AS OF YET, BUT THE FILM IS GOING TO BE ABSOLUTELY MASSIVE...

THE X-FILES
FOX
INTERACTIVE
NOW OFFICIALLY SCHEDULED
FOR A 1998
RELEASE, PRESUMABLY TO
TIE IN WITH

THE FILM.

#### NBA LIVE '98

#### **ELECTRONIC ARTS**

Electronic Arts returns to the basketball courts with it's '98 update of the warmly received NBA Live. This allnew game is quite obviously better, boasting a refined game engine, pretty cool graphics and all the latest team stats. The options screens are nice too.



#### NUCLEAR STRIKE

#### **ELECTRONIC ARTS**

This topical blast is looking the dog's. Again, it's pretty early in development but so far it looks much better than the previous *Soviet Strike*. The scrolling is supersmooth, there are 12 vehicles to play around with and the ball-breaking action is accompanied by some mind-blowing effects. More news very soon.



#### FROGGER 30

#### HASRRI

It's a weird idea but it definitely works. Take the old arcade classic, which involved guiding the titular reptile across a busy road over to the other side. A bit like the 'chicken' jokes. stick it in a 3D environment and you have a really playable game. There are loads of levels to tackle and there's going to be a four-player split-screen mode, but best of all the gameplay is simple yet addictive. Cool, and a nice take on the retro theme.



#### BEAST WARS

#### HASBRO

Take some mean looking monsters, chuck them in a fighting arena and stand well back. The result is *Beast Wars*, a scrolling shoot 'em up thang based on the latest Transformers toy. Play as either the Maximals or the Predacons in a bid to rule the earth (what else?).



#### STAR WARS MONOPOLY Hasbro

If you haven't managed to track down a copy of the board game then settle for the next best thing. Stars Wars Monopoly is basically the same as the classic real estate game except it's set in the Star Wars universe. And you get to be Boba Fett, Han Solo or even a Stormtrooper. We like it. We like it a lot.



#### CULT STATUS ELECTRONIC ARTS

This outrageous combat racing game from Electronic Arts is accompanied by a Mad Max-style storyline. A champion motor racing driver witnesses the brutal murder of his wife and daughter (see, identical to Mad Max), then takes to the road to seek revenge. Cue loads of crashes, smashes and white-line racing. The crashes look spectacular, and while the 3D techniques may not be quite up to Rage Racer standard, they're still fairly funky.



#### TIME CRISIS

#### NAMCO

One of the stars of the show, with the supplied gun proving immensely popular. The three new levels were on show for the first time, and it was generally accepted that *Time Crisis* is another string to Namco's bow. Turn to our extensive coverage which begins on page 36.



#### MORTAL KOMBAT Mythologies

#### MIDWAY

Also signed by GT for a UK release, Mortal Kombat Mythologies is a scrolling beat 'em up, developed by MK co-creator John Tobias. Sub-Zero is the central character and wanders across 2D and 3D stages inhabited by over 30 creatures ready to test his frosty fighting skills.



#### CONSTRUCTOR ACCLAIM

Developed by System 3, Constructor is an unruly alternative to Sim City 2000. Cast as a town planner, it invites players to create the city of their dreams and fill it with wealthy inhabitants. However, as the CPU does the same, the player can resort to dirty tricks such as lobbing in valuers to frighten off potential citizens and send property prices plummeting. Gazumping is also in there somewhere. It's a first, humour works in a game.



#### SUPER STREET FIGHTER COLLECTION

#### CAPCON

Super Street Fighter and the two coin-op spin-offs are set to make their PlayStation debut. Fans of the series will love it, and it will be the first chance PlayStation owners have had to get to grips with Cammy and Dee-Jay.



#### JUDGE DREDD

#### GREMLIN

Gremlin has snapped up the licence to the most famous lawman in the world. Judge Dredd is a Virtua Cop/Time Crisis clone, with the player blowing away perps on the streets of Mega City One. All the expected Dredd favourites are present, including Dredd's awesome Lawgiver gun and its six ammo possibilities.



#### X-MEN: CHILDREN OF THE ATOM

#### **ACCLAIM**

The surprise appearance of the show. Following both Capcom and Acclaim announcing the proposed PlayStation version of X-men: COTA had been scrapped, a virtually complete version was on show. Apparently, the code has been farmed out externally, and Acclaim is hoping for a autumn release — although, obviously, they're still not putting money on it.



Intense high-speed shooting action with a techno soundtrack.













#### **MAGIC: THE GATHERING 2 ACCLAIM**

SECOND **PLAYSTATION** GAME BASED ON THE POPU-LAR PLAYING CARD GAME.

**MIDNIGHT** RUN KONAMI CONVERSION OF KONAMI'S CAR RACING COIN-OP. **ONLY AN EARLY DEMO** ON SHOW.

**JIMMY** JOHNSON'S **FOOTBALL** '98 INTERPLAY MORE VR SPORTS, AS INTERPLAY APPLY MOTION-CAP-TURE TO AMERICAN FOOTBALL.

#### **TREASURES** OF THE DEEP NAMCO

LOADS OF **WEAPONS AND CARNAGE POS-**SIBILITIES AWAIT IN THIS UNDERSEA ADVENTURE.

> POINT BLANK **NAMCO**

COMPATIBLE WITH THE NEW NAMCO GUN, AND AN ALTER-NATIVE TO TIME CRISIS.

#### KLONOA **NAMCO**

A MAGICAL **OUEST SET** WITHIN A GAUDY 3D WORLD. NOT **ACTUALLY ON** SHOW.

#### **SUPERMAN TITUS**

BASED ON THE CARTOONS, THE MAN OF STEEL FLIES THROUGH THE SKIES OF A 3D METROPOLIS.

#### FANTASTIC FOUR

#### **ACCLAIM**

Previewed last issue, Fantastic Four was the first public unveiling of Probe's four-player beat 'em up. Probe has listened to comments made by PlayStation Plus during the game's development, and the game now boasts more fighting variety and more interaction with backdrop monsters than before. See, it's good to talk.



#### RAMPAGE WORLD TOUR

#### MIDWAY

A sequel to Midway's tenyear-old Rampage coin-op, with the stars - a huge werewolf, Godzilla clone and wannabe King Kong - touring the world and demolishing key landmarks on their travels. The local authorities send tanks and soldiers to stop them, but the ant-like humans also act as monster food to replenish energy lost in their attacks!



#### EARTHWORM JIM 3D

#### INTERPLAY

Viz's 3D interpretation of the Shiny Entertainment 16bit classic was looking quite interesting. The new perspective as Jim runs in and out of the screen while avoiding meanies takes a little getting used to at first, but all the humour and zaniness expected of an Earthworm Jim game was present, as were the power-ups seen in the first two games.



#### NHL BREAKAWAY '98

Mentioned in the news pages last issue, NHL Breakaway '98 is a fast and furious hockey game. The motion-captured players can be viewed fom any angle, and the NHL licence means that the current 26 teams have been used. The Al was also impressive, with the opposition behaving intelligently to intercept passes, etc.



#### OUARTERBACK

The latest in Acclaim's long line of NFL licences, includes plays designed by Super Bowl hero Brett Favre (who he?). 30 NFL teams, and a 3D graphics system which allows Acclaim to throw in their customary motion-capture techniues and offer a close up view of the plays and passes.



#### RIVEN

#### **ACCLAIM**

The best-selling video game of all time is Myst, and Acclaim has snapped up the sequel. Riven uses the same control technique and hi-res graphics of the first game, but boasts a larger play area, and more character interaction, as the hero Atrus searches for his beloved Catherine. Acclaim is confident the sequel will more than live up to the original.



#### MAGIC: THE GATHERING. BATTLEMAGE

#### **ACCLAIM**

The first PlayStation title based on the popular RPGbased card game. Acclaim has used the scenarios the card games offer as inspiration for a real-time strategy game, with the player taking on wizards and demons as they explore the fully rendered plains of Corondor.



#### NBA IN THE ZONE '98

#### KONAMI

The third game in Konami's ogoing series expands upon the last two games, with fiveon-five action which includes new techniques such as behind-the-back dribbling, fake shots, and pivoting. The option to play a season has been enhanced, too, with the ability to trade players to build up your NBA side. Sounds proimising...



#### INTELLIGENT OUBE

A simplistic puzzle game in which the player guides a tiny man-sprite out of the path of a series of rolling blocks. The basic idea is to clear the screen of these blocks, with the player laying special tiles to destroy them which, in conjunction with other tiles, set off complex chain reactions. Perhaps one for the more cerebrally inclined, this.



#### SPIRAL SAGA

A mixture of RPG and arcade/adventure elements, with the player guiding a knight across a series of isometric screens. The main sprites and backdrops are all fully light-sourced, and while Spiral Saga is never likely to be a contender for the mighty Final Fantasy VII's crown, it seems to be a worthy supplement.



#### NBA JAM '98

#### **ACCLAIM**

Gone are the 2D sprites associated with the arcade series, with Acclaim taking the 3D engine used in NBA Jam Extreme. Five-on-five play has been coupled with all the bizarre moves and secret tactics the basketball series is famed for. As with virtually every other NBA-endorsed game, all the latest team stats have been used.



#### MEGAMAN NEO

#### CAPCOM

At last, Capcom has got the hint and tried something new with MegaMan! MegaMan Neo is a 3D platformer, with the blue-armoured hero exploring a polygonal play area, and blowing away the aliens trying to take it over. During the course of the game, MegaMan rides on cars and adds new weapons to his suit. MegaMan has never looked so cool.



#### HELL

#### TAKE 2

GameTek released a PC version of this fully rendered adventure last year, but it disappeared without a trace. Billed as a 'cyberpunk thriller', Hell is set in the year 2095. The government controls the gates of Hell, and the player is cast as a man wrongly imprisoned there. Your mission? Get the - ahem - 'hell' out of there.



#### POPULOUS: THE

FΔ

Bullfrog effectively created the 'God Sim' with *Populopus* for the Atari ST and Amiga. They are now set to update the basic idea for the PlayStation. *Populous: The Third Coming* pits the player against rival Gods, as the deities attempt to establish themselves as the dominant force of the game.



#### MADDEN NFL '98

FΔ

The longest of EA's sporting associates returns for the umpteenth time. All the stats have been updated for the new season, and the game engine has also been improved. For example, if a player is about to make a play, it is possible to look either side of the player before the throw is made. Could be the ultimate Madden game yet.



#### HERC'S ADVENTURES

#### LUCASARTS

A long time in the making, Herc's Adventures is virtually complete. A comedy arcade/adventure, Herc's Adventures takes the form of a cartoon-style epic, with the player guiding one of three mortals into Hades where a beautiful Goddess and a teetering pile of treasure await the valiant.



#### X-MEN VS STREET FIGHTER

#### CAPCOM

Another Capcom title said to be Saturn only, X-Men Vs Street Fighter is now officially PlayStation-bound. Pitting the cream of the X-Men beat 'em up against Capcom's World Warriors, the game adds new moves to both sets of characters, with the Street Fighter heroes now armed with all-new combo attacks.



#### DARKSTALKERS 3

#### CAPCOM

The latest in Capcom's Night Warriors series, with more characters and moves.
Capcom constantly cross-pollinate ideas between their fighting games, and DarkStalkers 3 is set to use combo and special moves systems refined in earlier X-Men and Street Fighter games. As with most Capcom games, development is leading on Saturn code. Boo.



#### ONE

ATTRACTIVE
SHOOT 'EM UP,
PLAYED
THROUGH A
NUMBER OF
FREE
SCROLLING
STAGES.

#### CAROM SHOT ASCII

A POOL SIMU-LATION OFFER-ING SEVEN LOCATIONS TO TRY YOUR TRICK SHOTS.

#### MASTER OF MONSTERS ASCII

A 16BIT RPG
TITLE
REVAMPED
WITH AN ISOMETRIC VIEW
FOR ITS
PLAYSTATION
RELEASE.

#### SHADOW MADNESS

ASCII
FULLY RENDERED RPG,
WITH THE
PLAYER BUILDING AN ARMY
TO DEFEAT THE
EVIL DRAG.

#### MOON ASCII

ANOTHER
ASCII RPG,
WITH CARTOON
GRAPHICS
ECPLORING
JAUNTY LOCATIONS.

#### AQUA PROPHECY ASCII

LOOKING LIKE
TOMB
RAIDER'S
UNDERWATER
SECTION, BUT
WITH A FLIPPER-WEARING
HEROINE.

#### NASCAR '98

THE LATEST
HOME VERSION
OF THE US
RACING CIRCUIT HAS BEEN
PICKED UP BY
EA.

# TOP FIVE BABES 1. LARA CROPT SHE'S WHAT THE WORD GOYJUSH WAS INVENTED FOR. SPURT. 2. FIGHTING FORCE CHICKS ANYONE FOR A THREE-PLAYER GAME? 3. HOT PLAYBOY PLAYMATE CUTE BLONDE IN THY LEATHER BASQUE. CREAMY. 4. KONAMI'S WINTER OLYMPIC BIRD AMERICAN VERSION OF SPORTY SPICE. 5. ACTIVISION'S OLD DOG AMERICAN VERSION OF PAULINE FOWLER.

#### BUGGY

#### GREMLIN

A racing game, with the player guiding a large-wheeled buggy over a series of rough 'n' tumble courses. 16 tracks await the player's attentions, with a split-screen mode offering simultaneous two-player competition. A number of different buggy styles are also on offer. The game is a natural follow-on from Hardcore 4x4, with even more rough and tumbling.



#### ARMOURED CORE

#### SONY

Anyone who loves the huge robo-units featuring in so many Manga videos will love this. Armoured Core puts the player in control of one such suit, and drops them in a series of battles. 48 battle scenarios are on offer, and as the player progresses through them, a wealth of new weapons can be added to the suit. Already looking quite promising.



#### MONKEY HERO BMG

MANGA-STYLE GRAPHICS COMPLEMENT THIS INTEREST-ING ARCADE/ ADVENTURE.

> THE DARK HALF: ENDSVILLE THQ

BIZARRELY, THIS IS BASED ON THE STEPHEN KING BOOK ABOUT A WRITER'S EVIL ALTER EGO.

#### DEAD UNITY THQ

WORKS IS AN
ENHANCED
ROBOT, AND
THQ INVITES
YOU TO
EXPLORE A 3D
WORLD WITH
HIM.

#### SPEED TRIBES THQ

A FUTURISTIC
RACE GAME
WHERE FLYING
CYCLES ARE
THE FASTEST
MEANS OF
TRANSPORT.

#### PERSONA ATLUS

ATLUS
A TURN-BASED
RPG BASED ON
THE POPULAR
JAPANESE
MEGAMI TESEI
SERIES.

#### **TANKTICS**

#### BMG

Coded by DMA Design, Tanktics is a tank game set in a number of time zones. Featuring stone age tanks, mediaeval versions and futuristic varieties, the player is given a basic vehicle and charged with winning the battle presented in each time zone, as well as building up their vehicle with the spoils awarded to the victor.



#### WCW NITRO

#### THQ

Following the success of WCW Vs The World, THQ's association with the wrestling brigade prompts a sequel. Set for a November 1997 release, the sequel promises a 3D ring, texture-mapped wrestlers based on the top stars (Hulk Hogan, Ric Flair, etc), and easier to effect moves than in past wrestling games.



#### MASS DESTRUCTION

#### ASC

Tank games seem to be in vogue, so ASC don caterpillars and set off into battle. Mass Destruction is a 24-stage 3D shoot 'em up. Set across four environments (including snow and desert stages), Mass Destruction lives up to its name, offering the player the chance to wantonly blow away absolutely everything in their path. Huge explosions, are the order of the day.



#### COLLIDERZ

#### ASC.

Confronting Lucasarts'
BallBlazer Champions head on,
Colliderz is another take on
the futuresport genre. Set
within 3D arenas, the game is
a mix of footie and ice hockey, with the player using
both skill and foul play to
steer a puck into the opponent's goal. It includes the
first ever video game pitch
invasion, apparently...



#### HARDCORE 2

#### ASC

More trucks, more tracks, and more weather conditions than ever before! Six trucks, eight tracks including the Vega desert, Swampland, and the Grand Canyon, and ASC have also included night and daytime effects which, combined with wind, snow and torrential rain threaten to topple even the hardiest of trucks.



#### *JOE BLOW*

#### TELSTAR

Ready to take on Rascal from Psygnosis is Joe Blow.
Created by Telstar, Joe is a little monkey trapped within a huge 3D dreamworld. The plot tells how the world is being plagued by nightmares, and Joe - armed only with bubble gum and a spray can - has been sent into the dream world to end the bad dreams. Motion-capture has been used throughout for extra realism.



#### TOP FIVE LIFE-SIZE CHARACTERS

1. PARAPPA THE RAPPE

HE'S STILL THE MAN WITH THE MASTER PLAN.

2. ZOMBIE COP

UNDEAD RESIDENT EVIL BLOKE WITH NICOLE KIDMAN IN TOW.

PROOF THAT THIS NAFF GAME HERO STILL LIVES.

OKAY, SO IT AIN'T PINGU, BUT WHAT THE HELL IS IT?

BLIMEY, IT REALLY IS BRUCE WILLIS!









#### SPECIAL OPS

#### BMG

Special Ops: US Army Rangers is a ground combat simulation, with the player guiding a crack troop into a number of hazardous missions. These include the rescue of hostages, destroying weapons, and assassinations - all played over rough terrain and against a computer opponent with incredible Al. BMG are aiming the game at shoot 'em up fans who fancy something meatier.





"Makes Sega Rally look like an old age pensioner" GamesMaster

"PlayStation owners everywhere will be rejoicing with this game"

Official PlayStation Magazine

"Fastest thing on the PlayStation"

Official PlayStation Magazine 9/10 PlayStation Plus 95%









- Official cars from 1997 WRC season
- Multi-player mode
- Varied weather and terrain driving conditions
- Real time 3D imaging and Dolby™ Surround Sound™
- 42 Tracks the largest number ever
- Totally realistic rally road handling
- Real engine sound and radio communication with professional co-drivers











PRINCE'S TRUST SIGNS UP WITH SONY PLAYSTATION ● NEW JOYPAD LINE-UP FROM ASC ● IKINO OFFER SLICK CD-ROM STORAGE ● GAMES CHAMPIONSHIP HEATS UP

TRUNCATED **NEWS SEC-**TION THIS MONTH, ON **ACCOUNT OF OUR EXTEN-**SIVE E3 REPORT FROM ATLANTA. THE SHOW DIDN'T REALLY THROW UP THAT MANY SURPRISES: SEGA'S LOW-KEY PRES-ENCE. AND ONLY HALF THE NGA GAMES PROMISED. THE QUALITY OF **PLAYSTATION** GAMES WAS BETTER THAN LAST YEAR, THOUGH. THE GAME OF THE SHOW FOR ME? KONAMI'S METAL GEAR SOLID. WATCH THIS SPACE, IT IS GOING TO BE

# PlayStation Teams up with Prince's Trust



Sony has joined forces with the Prince's Trust to create *Power Source*, the first ever video game to be published by the charity. The CD is the first charity CD since 1984's Soft Aid compilations for the Live Aid appeals. Proceeds from the CD will go to create more outdoor activities for the scheme pioneered by Prince Charles. A secondary aim of the CD is to attract young talent to the

PlayStation and gain the interest of up and coming talent in the Sony machine.

The CD is on sale now, priced £9.99, and contains playable demos of Tomb Raider, Porsche Challenge, Monster Trucks, Exhumed plus many more. There is also a digitised feature on the Net Yaroze, Sony's subscriber-driven do-it-yourself programming system, along with Blown Away, a short video containing clips of forthcoming PlayStation games. Check it out at a store near you, not only will you be helping a good cause but you'll be getting stacks of rather impressive demos, too.











#### Millennium Games Championship

Computer Games Promotions is holding a PlayStation tournament at the beginning of November to find the gamer of the Millennium. The event will be held on Sunday 2nd November at the Waterfront Leisure Centre, Woolwich. Entrance fee is £15 and competitors will play Rage Racer, Tekken 2 and Formula 1, before progressing to the finals. Six champions will each receive a trophy plus a cheque for £175, and will be invited to enter the grand final, scheduled and televised on Cable TV show Games World. Entrants much be over 13 though, and tickets must be pre-ordered. Call the CGP Hotline on 0181 313 0717.

#### **CANNED! ROCKET JOCKEY**

MASSIVE...

MERRETT,

STEVE

**EDITOR** 

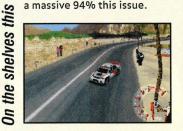


Hover BIKE COMBAT GAME Rocket Jockey has bitten the dust even though it was almost complete on the PC with a PlayStation version following behind. The rea-

son? Its developers have ceased trading and nobody else wanted to buy up this turkey. That's that, then.

#### V-RALLY

Excellent off-road racer from Infogrames and Ocean. Car dynamics are great and gameplay is spot-on, but the sheer number of tracks makes this a blinder. Worth buying? Judge by our score: It reaped a massive 94% this issue.



#### SYNDICATE WARS

Another game that's been in development for months finally reaches the shelves this month. Notching up a score of 92% last issue, *Syndicate Wars* is an absorbing mix of strategy and action. Go buy.



#### SUPER PUZZLE FIGHTER

Okay, so it's been a long time coming but this addictive puzzle game has been well worth the wait. Extremely easy to pick up but much harder to master, this budget masterpiece scored 92% in Issue 19.

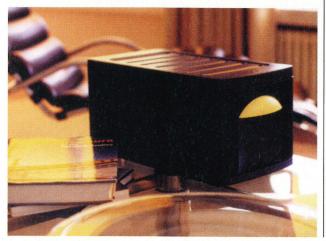




## Ikino Storage

PlayStation games no longer have to live on the floor if you've invested in an Ikino storage system. Ideal for keeping games out of harm's way, Ikino has produced a storage box specifically for

CD-ROMs. The 240 model (larger boxes are available) costs £14.99, is available in a variety of colours and holds just under a dozen boxes. To tidy up your game area give Ikino a call on 01656 669906.







## ASCII's Joypad Invasion

#### American softco ASCII is con-

tinuing its joypad bombardment. After launching its Sony-endorsed range when the PlayStation was first released, ASCII's second coming is spearheaded with the release of four new peripherals. First up is the Sphere 360, an ergonomically designed analogue pad offering incredible control. Slender in design, the Sphere 360° has a rounded Dpad rather than cross-shaped giving players complete control.

The ASCII Grip is a onehanded controller fitting into the player's palm. The Dpad can be operated with either

thumb (the Grip is designed for use by both left and righthanded people) while the fore and index fingers can press the buttons. It's fully programmable too and can therefore be adapted to suit any game whatsoever.

The arcade stick is essentially a variation of ASCII Specialised Stick. It boasts the same chunky buttons which are micro-switched, but the actual has been stick refined. It's now a bat rather than a oversized ball, so should cut down on those aching hands.

Lastly there's the Mach 1 flight controller and pedal

set-up. This pair is obviously designed for flight sims, and offers both analogue and digital control. The wheel can also be used for driving games, using the different button set-ups to optimise player control.

No price or release date has been confirmed for any of the above as yet, but they are expected to appear this Autumn.





ASCII'S SLICK SPHERE 360° MAY LOOK LIKE SOMETHING **OUT OF STAR** TREK BUT IT'S **REALLY NICE TO** 

#### RECOMMENDEL



#### V-RALLY

Ocean's off-road racer recreates all the bumps of rally driving along treacherous dirt tracks. This beast is over-flowing with tracks and cars but it's the alternative nature of the gameplay that recommends it. Great fun.



#### SYNDICATE WARS

Bullfrog's Blade Runnerstyle epic combines complex strategy and intense action within a superbly detailed 3D cityscape. Control a team of four agents and use them to take over the world. Best played with a mouse.



#### SUPER PUZZLE FIGHTER

This hyper-addictive puzzler proves the Capcom isn't just a dab hand at beat 'em ups. Starring familiar faces from Street Fighter and Dark Stalkers, this really is gripping stuff.



#### RAGE RACER

Namco once again redefines the racing genre with the third in the Ridge Racer series. boasting loads of cars, courses and options, this is without a doubt the fastest, most visually impressive driving game on the PlayStation.

#### BUBBLE BOBBLE 2

Virgin's sequel to the classic cutesy platformer is crammed with levels and all-new power-ups. Trouble is, it's just not that much fun. Bubble Bobble 2 was rated a meagre 74% in this issue, even though it's only £35.



#### WARGRAFT 2

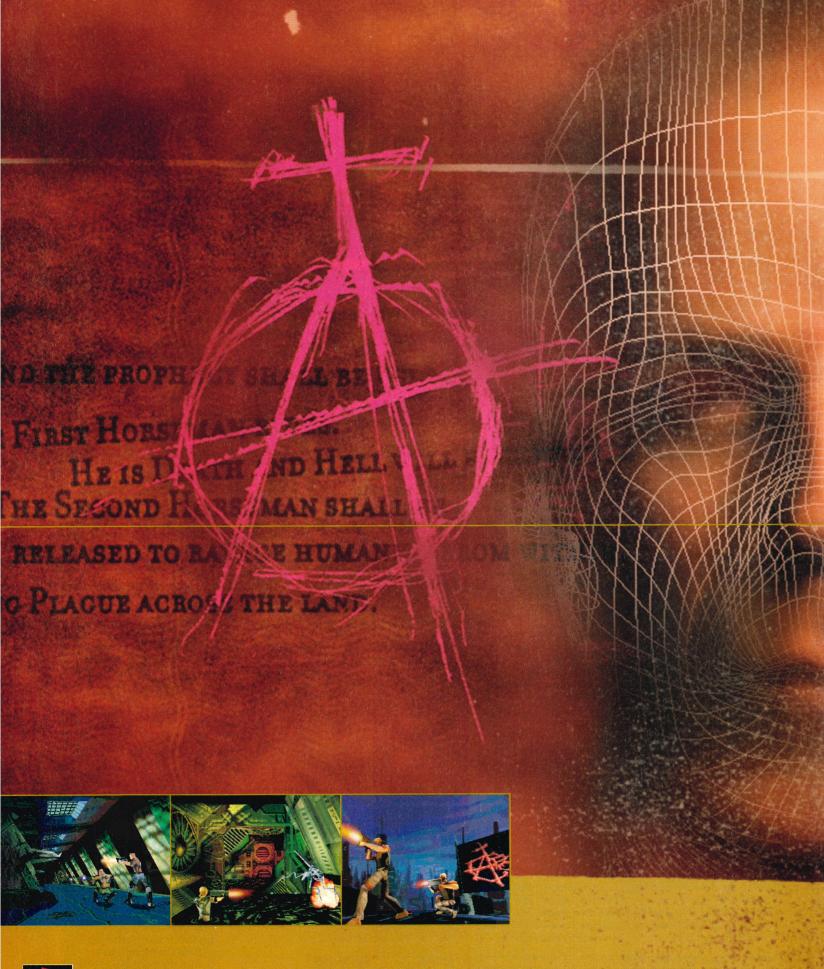
Fantasy strategy game in the style of Command and Conquer. Control either an army of orcs or humans, create the biggest war machine possible then wipe out the enemy. Reviewed this issue. Warcraft 2 scored 88%.



#### RAY TRACERS

Taito's super-fast Chase HQ clone may look fantastic but sadly it lacks lasting appeal. Enjoy the speed while you can because this baby climaxes all too quickly. Ray Tracers scored 73% in this issue.



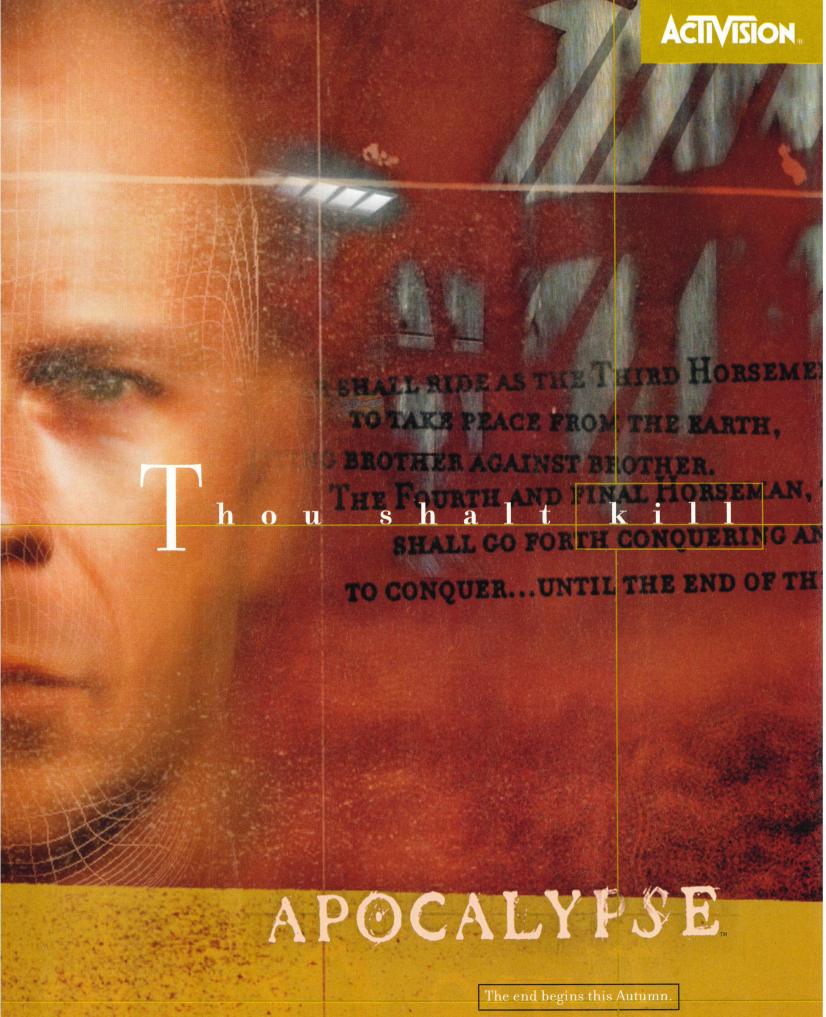


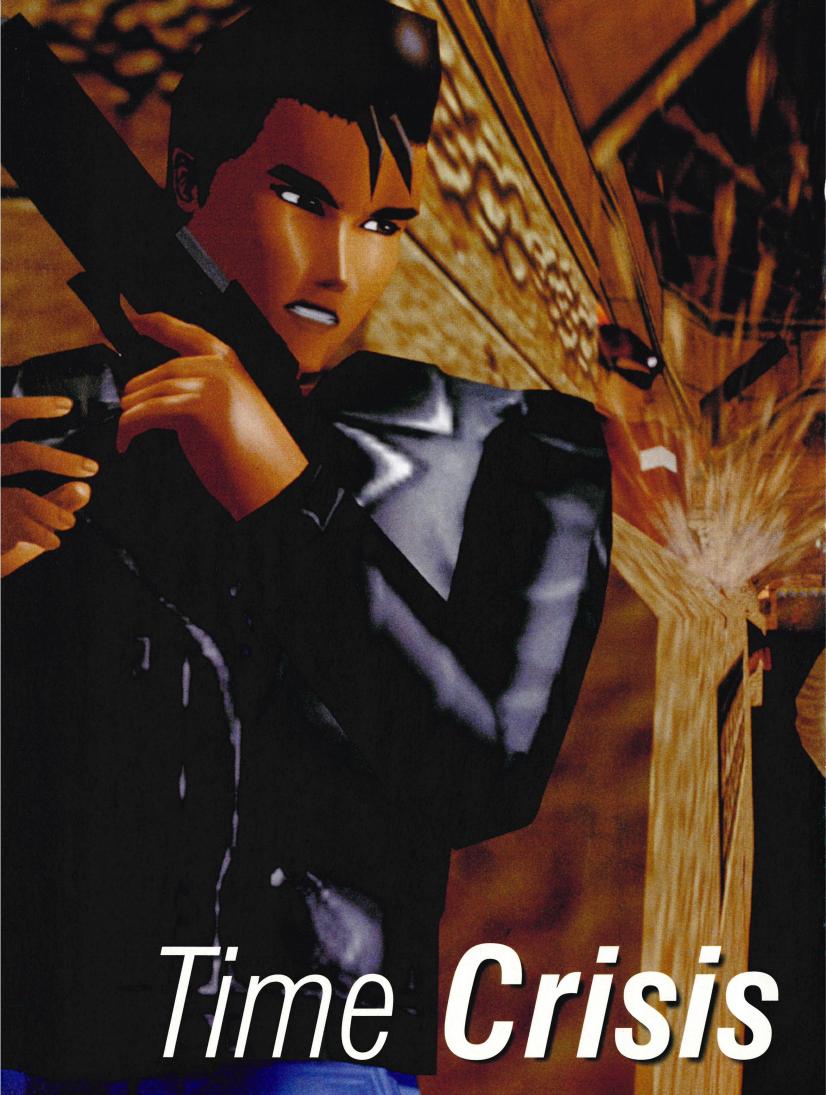


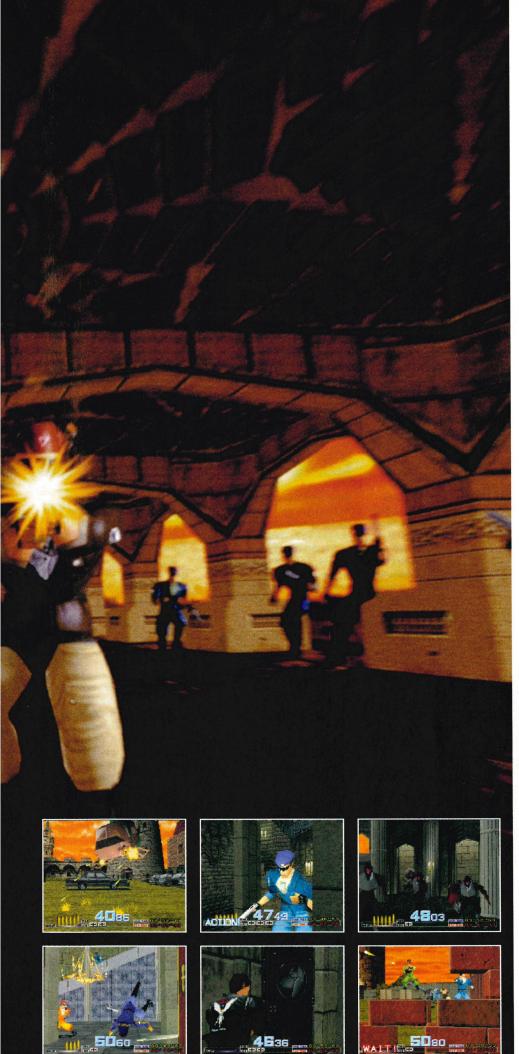
An original PlayStation game starring Bruce Willis as your virtual partner.

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COMPUTER ENTERTAINMENT, INC. ALL RIGHTS RESERVED. ALL OTHER TRADEMARKS AND TRADE NAMES
ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS.







Blam! One man. Blam! One gun. There's five in the clip, another in the chamber and an army of hoods to wipe out. Someone's gonna get hurt...

t long last the

wait is over. Namco's stunning Time Crisis finally comes crashing onto the PlayStation. In arcade form this coin sucker is arguably one of the finest, most refined gun games ever invented. Tension becomes unbearable as every step of the way feels like a real and bloody fight against all odds. So how does this conversion stand up to such a killer original? Find out in our blow-byblow eight-page special.



It's the game they said could never be converted. No matter how powerful Sony's PlayStation was considered to be, the machine simply could not cope with the speed and graphics offered by a Namco Super System 22 arcade board. Well, thankfully they were wrong. Time Crisis has been released in Japan and it's devastating. If ever there was a reason to cry for joy at owning a grey box of tricks, or a case for busting balls to get hold of one, this has got to be it. Prepare to be amazed.

Gun games have gone through many stages of evolution. From the humble beginnings of Hogan's Alley and Duck Hunt, where weapons were decidedly uncomfortable and gameplay laughably simplistic, the genre has passed through Operation Wolf and Lethal Enforcers eventually leading to Virtua Cop. Sega's land-

> Release: NOVEMBER Company: NAMCO Price: TBA

Players: 1

Genre: SHOOT 'EM UP









(FROM TOP) RACHEL MACPHERSON - HOSTAGE; WILD DOG -VILLAIN; RICHARD MILLER -HERO: SHERUDO GARO -PONCE.

### OWN YOUR OWN

The arcade Time Crisis uses Namco's Super 22 System, the same board used by Tokyo Tank Wars, Dirt Dash and most importantly Tekken 3. Available in two versions, with a 27"

or 50" screen, the gun uses simulated recoil - which is actually rather annoying when trying for complete accuracy. With an almost perfect conversion soon to be available for the PlayStation, although purchase your own Time Crisis for about £7,930 less than the arcade machine.















with only a smile to hide behind is a daft idea. Namco cleverly gave players the chance to re-live all those James Bond playground games, only this time it all

felt much more real. Namco has avoided the need for a foot pedal to be packaged with the PlayStation version by adding buttons beneath the muzzle of its marvellous gun. This option may be the simplest to work out, but it's not as comfortable or fun. A couple of hours into play shoulders really start aching because of the unnatural stance that you need to play it. Fear not, however, for it's possible to plug in a standard pad, drop it on the floor and

pretend you're in a seedy arcade. Sounds daft and a little anorak but actually this method of play works exceptionally well.

Another of the arcade game's innovations - and one that's been converted to the PlayStation - was turning battles into fights against the clock as well as against a more solid enemy. Because of traditions set by previous gun games, when players were first confronted by Time Crisis avoiding shots naturally seemed to be the key to success. But with experience came a realisation that enemies needed to be removed as quickly as possible. This meant cover could not be over-used and patterns of



GUN PEDDLER

ing about the arcade

foot pedal - similar to

What was instantly strik-

Time Crisis was a strange



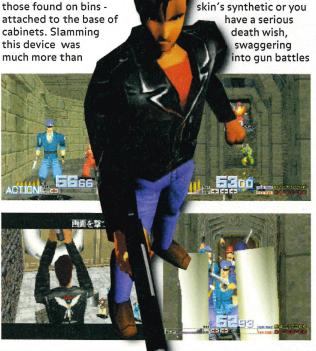


**ONCE AGAIN** THE NAMCO **BOFFINS SHOW** OFF THEIR TECHNICAL EXPERIENCE. TIME CRISIS **OPENS WITH A FANTASTIC** FILM-STYLE INTRODUCTION TO CHARAC-**TERS AND** 

several purposes. Reloading, for a start. But, more importantly, in the middle of desperate shootouts pedalpushing allowed players to dive behind crates, walls and other handily placed protective objects. Enemies could often be spotted through narrow gaps in items allowing you to wait for bullets to stop ricocheting and jump out already sighted on target. This simple idea

just a gimmick and served

made a staggering difference to gameplay. Face it, unless your skin's synthetic or you have a serious death wish, swaggering













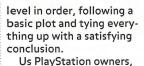












lucky devils that we are, not

conversion of the original -

the correct number of bad

guys jumping out on each

screen - but much more

from cut sequences down to

besides. Namco has decided

to give true value for money

by throwing in a whole new

game which (unbelievable as it sounds) actually looks

and plays better than

5080

the original

conversion.

only get a totally faithful













Continued on page 43.

### attack had to be worked out. Soldiers and henchmen, weapons and time bonuses further extended the need to pick out targets carefully and very, very quickly. Your Mission... Time Crisis arcade offered have both been ported to the

two modes of play which PlayStation. One is a time trial offering the chance to test skills on any of the three levels. Health supplies are limitless but when the clock reaches zero it's game over time. Alternatively, a story mode goes

through each







a pad port and the videoout jack point at the back. Apparently this allows each screen to be held in the memory giving accuracy to one pixel. To you and I that means you could hit the pimples off Posh Spice at 100 yards. Calibrating is quick and simple and involves firing at the centre of a target and checking the dot that remains on screen. Recalibration is advisable at regular intervals because the gun is so accurate if you happen to change positions the sighting goes out.

**GUNCON REVIEWED** Lacking recoil ability, Namco's GunCon which comes packaged with Time Crisis is nevertheless sex itself. To improve accuracy the device plugs into both

To begin with the unit feels a bit light and insubstantial, but then if it were more solid holding it for hours would be exhausting. A muzzle button takes care of ducking, but an extra pad can also be plugged in to stamp on. PlayStation Plus discovered it's also possible to plug in a steering wheel and use the brake or accelerate pedals. Viola! The real deal in your own front room. In black the GunCon looks perfect but in Europe the device will be grey. This is down to the Germans who think there's a real danger youngsters will try and use them to rob banks. Should have thought that a lead trailing out of the base of the weapon would give things away, but that's the Germans for you...

(BELOW) GO THE WHOLE HOG. PLUG A STEERING WHEEL SYSTEM INTO CONTROL PORT TWO AND USE BREAK/ACCEL-**ERATE PEDALS** TO DUCK.



RATINGS	
ACCURACY	****
DESIGN	****
LOOKS	****
RESPONSE	****
OVERALL	****



### PLAYSTATION-ONLY LEVELS

Conversions don't get any better than the job Namco has done on *Time Crisis*, but the Japanese arcade wizards decided programming the port just wasn't enough. No, instead they've added a whole new level just for the PlayStation. In it, Richard

Miller returns for a totally new mission that aims to break Kantaris, Wild Dog's weapons supplier. The organisation, run by a mysterious woman, has its headquarters in a massive hotel.

The PlayStation-only level boasts completely different

enemies, vehicles, bosses and a story with multiple routes. There are a total of eight areas, which again are broken down into sections and progression through a route depends on sharp shooting abilities. If sections are completed early, or certain items shot up then play can move on to a more difficult area.

The following shots, which show just one route through the PlayStation levels, should give you a taste of what's to come. So chow down with us...









PULLING UP TO THE ENTRANCE OF KANTARIS HQ IN A SPORTY MOTAH RICHARD MILLER IS JUMPED BY PARKING ATTENDANTS AND BELL BOYS. It'S THE BEGINING OF THE GAME SO NATURALLY THERE'S NOT TOO MUCH TO WORRY ABOUT HERE.









AFTER MOVING THROUGH TWO OUTSIDE AREAS, IT'S TIME TO CHECK IN AT THE FOYER. YOUR SITUATION STARTS TO HOT-UP QUICKLY AS SEVERAL SHARPSHOOTERS POP UP. A BETTER VIEW IS AFFORDED BY HITTING THE SUPPORT THAT HOLDS UP THE PIANO TOP.









TURNING ON YOUR HEELS ANOTHER SHEDLOAD OF HOODS TRY AND CAP YOUR BUTT. SOMEHOW A GROUP OF THUGS WEARING BALACLAVAS MANAGE TO GET A CAR INTO THE BUILDING AND PROMPTLY RUN DOWN SOME OF THEIR OWN MEN.









Into the lift area and enemies start hiding behind furniture and fauna. If you manage to complete this section quickly a new route opens up via one of the elevators. If not take a walk up the stairs to area two.









BELLHOPS, MANAGERS AND MARKSMEN ARE JOINED BY RAMBOS WITH CHAINGUNS. THIS IS THE HOTEL SHOPPING AREA, WHICH CONTAINS PLENTY OF DISPLAY CABINETS JUST CRYING OUT TO BE SHOT UP.









DOWN ONE OF THE TIGHT CORRIDORS LEADING AWAY FROM SHOPS SHIELDED THUGS SHUFFLE INTO VIEW. TIME TO MAKE A SWIFT EXIT DOWN A WASTE DISPOSAL CHUTE, RIGHT IN AMONGST A BUNCH OF NINJAS.









OUT OF THE RUBBISH DUMP THROUGH A SMALL DOOR, DOWN ANOTHER CORRIDOR YOU THEN STUMBLE ACROSS SOME SORT OF VEHICLE-LOADING BAY. AIM FOR THE CRATE OF EXPLOSIVES TO WIPE OUT A SMALL ARMY OF WRONGDOERS.









After moving up to some of the assault vehicles, and coping with close combat, action moves on to the executive car park. Red Ninjas pose the greatest threat to life until...









REMEMBER THOSE PARKED-UP ASSAULT VEHICLES? WELL SOMEONE SEEMS TO HAVE FOUND A SET OF KEYS. ARMED WITH MACHINE GUNS, HIGH EXPLOSIVE ROUNDS AND HUGE STOMPING FEET, TIMING DUCKS IS ESSENTIAL.







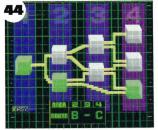


Another group of Ninjas swing into the screen, before a red car tries to ram you. Unload two clips of ammo then sit back and watch Kantaris loose control of her vehicle.









This route, which is the easiest to get through, ends with Kantari's car engulfed in flames. The map shows how many more sections are available. Believe us when we tell you completing all possible areas will take some time.



RAGE RACER

"A STUNNING GAME"

94% Play Magazine

iamco

"RAGE RACER BREAKS ALL THE MOULDS, PUSHING EVERYTHING TO THE LIMIT"

93% PlayStation Plus

namco

namco

RAGE RACER £39.99 RRP. PLAYSTATION GAMES FROM £19.99 RRP.







SONY



DO NOT
UNDERESTIMATE
THE POWER

### KNOW THINE ENEMY



Infantryman: Cannon fodder in sunglasses. A poor shot with a weak weapon (ooer).



Infantry Squad Leader: Slightly more accurate than his squaddies but still poses little threat.



Bonus-time Soldier: Unable to inflict any damage but worth 3 or 5 second time bonuses



Shielded Infantryman: Hide's behind sheets of steel. Can only be hit when exposed.



Grenadier: Likes to roll out from behind cover, lob a grenade, then hide again – swine.



Club Wielder: Jumps up right under your nose and swings for the face. Kill quickly or else...



Recoilless Rifleman: This chap has a habit of shooting his own structures when shot up



Machine Gunner: Not a great aim but lays down bursts of fire that often catch you out.



Marksman: Fast and horribly accurate. Needs to be treated as your top priority.



Whitecoat: Found in the throne room and laboratory. Carries a variety of weapons.



Ninia:Wears body armour and packs a nasty slash thanks to giant steel claws.



Ninja Leader: Same basic features as his minions, but takes more hits to destroy.



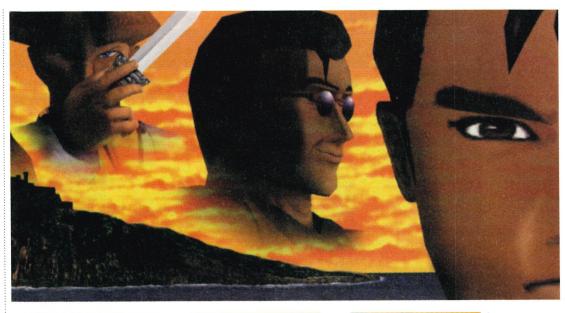
Sherudo Garo: Last member of the monarchy. Throws knives very quickly then vanishes.



Wild Dog: The final boss starts off using two rapid firing pistols, then gets out a machine gun.

### MECHANISED WEAPONS

Cars attempt hit-and-runs but can be shot up. Helicopters act as troop transporters and assault weapons. Gun turrets fire high explosives but blast the operator and the threat is over.







Continued from page 39. ▶▶



(LEFT 1-3) SHOOTING DOWN HELI-COPTERS IS NO EASY TASK, SO WATCHING THEM CRASH AND BURN IS ALL THE MORE SATISFYING.





Wipe the drool from your mouth for a moment though, as we recap on the original plotline: Sercia is a small republic ruled by a president who brought down the tyrannical rule of the previous Imperial order. After a long period of peace and stability in the republic an emergency is announced. Rachel, daughter of the president of Sercia, has been kidnapped. It's understood that Sherudo Garo, last blood relative of the Royal family, is responsible for the crime. He is

demanding military secrets in



As an organised crime syndicate known as Wild Dogs is also known to be involved in the kidnapping, it seems likely Sherudo is plotting to overthrow the Sercia government. The small republic is in great danger. Although the president could easily send in armed forces, action of this kind would almost certainly lead to the death of his beloved daughter. There is no other option. The president calls for the one man who can make a difference. That man is you, Special Agent Richard Miller.

En route to the republic you receive mission details. Sherudo lives in an old castle







Cut-price PlayStations may be a good thing, but these machines lack composite RGB ports (red, white and yellow plugs) instead opting for a single RF port. That means if you own one of these machines you'll need an adapter. These are already available in Japan and plug into the AV multi-out.



### THE BIG SHOWDOWN

	VIRTUA COP (Arcade)	VIRTUA COP (Saturn)	TIME CRISIS (Arcade)	<b>TIME CRISIS</b> (PlayStation)
In a Nutshell	Standard gun game with 3D graphics.	Nothing added to the arcade version.	Be James Bond and battle against time.	Be James Bond in two movies.
Features	Hostages to save, various weapons to pick up, idiot sights warn of targets.	Nothing added to the arcade version.	Tons of enemies at once, time limits, protection when reloading.	Arcade plus extra game with multiple routes, new bosses and enemies.
Playability	Hectic but pretty mindless. Always feels firmly planted on rails.	Nothing added to the arcade version.	Requires lightning reactions and thought to avoid injury / beat clock.	Extra game takes best of original then adds more. Harder to complete.
Overall	In it's day wowed many but has become dated.	Nothing added to the arcade version	Still feels innova- tive, exciting and totally addictive	Arcade perfect with Time Crisis 2 thrown in - unbeatable.



Imperial Rule. Get to him before he has the chance.
Use maximum force, shoot on sight and shoot to kill. Go, go, go.

CASTS A LIFETIME
Split into three hefty
stages, which break down
to nine very long levels
and three boss areas,
Time Crisis will take

even those with ultra-quick reactions some time to complete. Each section comprises a fistful of sets populated by as many as 20 bad guys. Even though everything is very much set on rails, the game never feels static or dull. This is partly thanks to the superfast and smooth ducking ability and partly because so many things are constantly happening on screen.

Objects such as hooks, cranes and packing machines go about their business, many of which need to be avoided as they come into view otherwise Richard ends up with a face full of metal.



Then there are the deadly mounted weapons; hit-andrun cars and helicopters buzzing around your head. Doors can be shot closed: wall supports knocked out; pillars felled and crates of explosives detonated, throwing hoods sprawling through the air. Sensory overload! Between sections Richard dashes down corridors, dives out of windows and slides down zip lines. And even though the player has no control over these, the sheer speed and quality of these views really keeps the adrenalin pumping.

Put simply this conversion of *Time Crisis* is the dog's bol-

locks. A game of this quality just should not be possible on the PlayStation. On top of this Namco has included a new game taking Richard Miller into a hotel under control of an arms dealer. Here, graphics actually look better than in the arcade mode and levels seem to have been planned with even more thought. As a total package Time Crisis could well prove to be the best thing that's ever happened to the PlayStation. What's more, As an example of how Namco can now convert 'unconvertable' System 22 games the outlook for Tekken 3 is

looking better than ever.



island of the republic.
You must enter his home quickly and save the gorgeous Rachel before anyone can harm her. This will be no easy task as Sherudo's home is heavily fortified and full of highly trained mercenaries. A deadline for reply to the kidnapping demands has been set for sunset, so there's very little time.

Apart from Rachel's untimely demise, failure on your part will also mean nothing stands in the way of Sherudo invading the republic and overthrowing the legal government. He will certainly murder the president for destroying the old









### <u>IMPORT REVIEW</u>

All shots used have been taken from the Japanese release, but there seems to be very little difference between NTSC code and the version to be released in this country. However we've decided to hold back on a full review until a full English version becomes available. In the meantime make do with this rating for the Jap version.

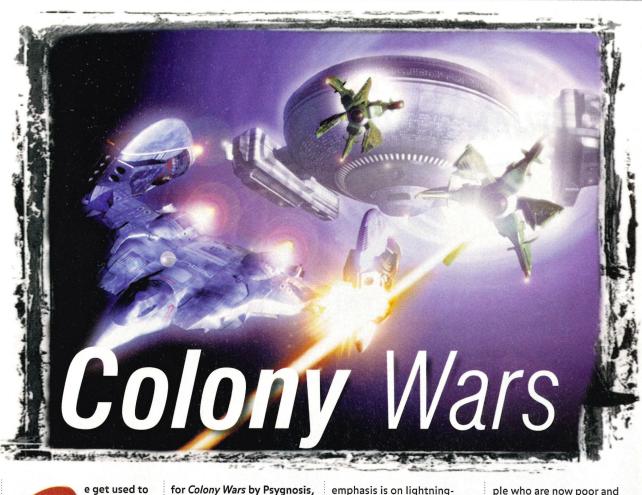
(RIGHT) FINAL STAGES OF THE STORY MODE. GETTING HERE ON THE PLAYSTATION IS MORE DIFFI-CULT THAN IT WAS AT THE ARCADES.

# SPOTS? TRY THIS. IT'S NEW CLEARASIL COMPLETE. IT'S FIVE TIMES BETTER THAN SOAP AND IT'S DEAD SIMPLE!



**ESP** 

PSYGNOSIS
LOOKS TO BE
ADDING YET
ANOTHER
HIGH-QUALITY
GAME TO THEIR
RANGE.
COLONY
WARS COULD
CHANGE THE
FACE OF 3D
SHOOT'EM UPS
FOREVER.









overblown claims here at PlayStation Plus. But when a game reckons it, 'combines arcade action with epic drama, thrusting the player into a galactic adventure of carefully orchestrated battles and missions', it's hardly surprising if the alarm bells start to ring. Visions of cinematic sequences and tedious gameplay a la Wing Commander or Rebel Assault tend to spring instantly to

But stop right there, because this particular public relations claim is being made for Colony Wars by Psygnosis, and with each passing day of development this monster title is looking slicker, smoother and more stunning. With three months left before its release, the result could completely dissolve our brains. And let's face it, we're big fans of dissolved brains here.

It may be a blood relative of just about every other space shooter in existence, but Colony Wars is nevertheless a shocking real-time 3D experience. Since its focus is dog-fight combat against a huge variety of enemies, the

emphasis is on lightningquick reactions rather than thought-out moves, so *Colony Wars* promises to be a fast and furious experience.

Aside from the rather attractive end sequences, the motivation for all the speed and fury comes via the old 'defeating the evil empire' number. Strangely though, for perhaps the first time ever you're actually being asked to battle the Earth rather than save it. How? Well, in a far distant future medical science has realised its ultimate goal and discovered a cure for old age. Not surprisingly this has left Earth overcrowded with people who are now poor and starving, so a decision has been taken to expand into other solar systems. Mass colonisation of space begins.

Several centuries later Earth is once again booming. The planet's oppressive central government controls an empire of five solar systems including 40 colonised worlds. As you would, these planets become increasingly unhappy with the idea of slaving away for distant and cruel rulers, so a rebellion called the League Of Free Worlds - is formed. Earth's imperial leader, the Tsar, wants to end this threat quickly and sends out part of



mind. Oh dear.

Release: NOVEMBER
Company: PSYGNOSIS
Price: TBA

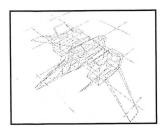
Players: 1

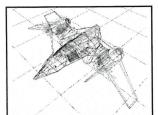
Genre: SHOOT 'EM UP













his Navy fleet to crush the uprising. Against all odds the League actually wins this first battle fought around its central planet of Bennay - perhaps there is still hope for the underdogs...

Fired up by such an historic victory, the League now plans to take the fight for freedom directly to the Navy. And here - at last - is where the game begins. The player takes on the role of one of the thousands of fresh young recruits who have joined the League. Their aim is to fight the dictators under whom they have been forced to cower all their lives.

Yes, this may all sound terribly familiar, especially in terms of influences from the world of the silver screen, but who cares if Colony Wars boasts some really impressive features and looks simply stunning?





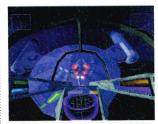




The reason Colony Wars has such high-quality visuals is that the game runs in highresolution mode which, up until now, has been greatly underused. This means graphics are much sharper and detailed, with many more polygons possible on the screen at any one time. Six different craft are at the player's disposal, all rendered and texture-mapped. In addition to that, various viewpoints can be used, and from outside it's possible to see light bouncing off the body of the ship or the mad vapour trails emitted by the engine. Other spaceships appear to have been created with just as much rigorous attention to detail, and with 56 ally and enemy craft to deal with, the game should feel far from repetitive.



Surroundings ought to be equally impressive as the programmers, who were responsible for coding the WipEout games, have taken time to create five realistically scaled and modelled solar systems. Planets, moons, nebulae, asteroids and thousands of stars have been fully textured and light sourced to produce a totally believable 3D space environment.

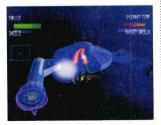




Judging by the playable code we've been shown so far, the result is like being able to interact with your very own Hollywood blockbuster - a claim that's often made, but rarely justified.

ARCADE STRICTLY

As Psygnosis is concentrating on trying to produce an arcade-style shoot'em up which has basic controls, fast







Psygnosis is giving its full backing to the new analogue pad from Sony and Colony Wars best demonstrates how much fun can be had from a vibrating controller. When the action starts to heat up the thumb buttons buzz and shake like crazy, with vibrations getting even more intense as your craft nears a critical state. Besides adding more depth to the game, the vibrations serve as a warning when someone is taking pot shots at you from behind. Let's hope EEC regulations and cost problems don't hold up the release of the vibrating wonder in this country.







deal of effort has gone into making the game move like lightning. Despite all the sumptuous graphics and fancy effects - which must rank as some of the most impressive yet seen on Sony's machine - Psygnosis report that Colony Wars runs at a blistering 30 frames per second and is smoother than a baby's bottom.

The game is broken down into 18 acts. Within these are 70 distinct missions in addition to half a dozen training episodes and six different ending sequences. Some routes through the game require the player to scout and use stealth, others are centred on bombing runs. heavy assault attacks, or interception of waves of

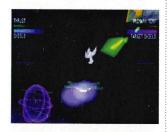
PRIMARY TEN

which are kept hidden from the player.

Success or failure of a mission will take the player through different routes so no two games should ever be the same.

To continue the movie feeling, full orchestral music with individual themes for each mission accompanies the strictly space-based action. There's speech from the crew of other ships, headquarters is in constant contact and your own vehicle talks away to you.

What's more, lavish full motion video sequences, strongly influenced by the likes of Babylon Five, Star Wars and Star Trek, update the storyline as battles are won and lost. Editing, choice

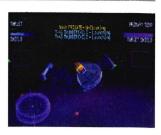




















of camera angles and the use of 25 actors for the voiceovers should leave the player reaching for the popcorn and telling the woman in front to take off that hat.

If all that doesn't leave you panting for Colony Wars you probably bought this magazine by mistake. If, on the other hand, your breath is well and truly bated, keep an eye out for a review just as soon as we get our hands on the finished game.

THE CODERS HAVE BUILT 70 MISSIONS INTO COLONY WARS. **VARIOUS** ROUTES CAN BE TAKEN THROUGH THE **GAME AND** THESE LEAD TO DIFFERENT ENDINGS.









### **BIG SCREEN INFLUENCES**

Cinematic references are obvious in FMV sequences but also extend through every aspect of the game, from explosions and gunfire to ships and the backdrop of planets. These look to have been handled well, steering clear of obvious rip offs, instead taking influences from the best scifi has to offer and developing a unique style for Colony Wars. Take a look at a few of the craft which will be available to the and play 'spot the film'.











# WHO SAID LEAD WAS BAD FORTHE SAID FORTHE SAID FORTHE



Syndicate wars



TEAM UP AND TOOL UP IN A FUTURE URBAN HELL.

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# Croc





t would be impossible to contest in a court of law, so let's be frank. Croc owes a lot to Mario 64. There, we've said it. However, as anyone who has played the N64 masterpiece will tell you, this is by no means a bad thing. Until now, the PlayStation's platform game crown has spent time with both Pandemonium! and Crash Bandicoot, neither of which can hold a candle to the Nintendo game. With Croc, however, Fox presents a definite alternative. As with the Nintendo game, Croc is set within a 3D world, inhabited by all manner of cute but deadly adversaries. The similarities continue with the moves and modes of transport available to the reptilian hero. Following mastery of the basic running and jumping, our hero - the Croc of the title - also possesses a spin-

ning attack, a bum-bounce

move, swimming skills, balloons and climbing abilities for the player to master.

Move over Gex Croc out-cutes Gex in the reptile stakes, and in an unintentional dig at Lara Croft also sports the latest in adventurer fashions: a rucksack. Whereas Lara's was there to store weapons and compensate for the weight of her impressive chest, Croc's contains a small bird which acts as a link to the game's six islands.

The game's scenario tells how these once-peaceful islands have been taken over by one Baron Dante. Dante,

in the tradition of his Nintendo counterparts, Wario and Bowzer, has cast a spell over every animal across the six islands, turning them into vicious mutants. His wrath also extended to the natives of the islands - the Gobbos - who he has imprisoned throughout the scrolling play area. Stepping into our scaly hero's shoes,

The six islands are broken up into over 60 sub-levels which, while short, contain a wealth of power-ups and collectables. Croc's similarity to Mario 64 is even more promi-

the basic idea is to free as

locate Dante's base at the

end of the sixth stage.

many Gobbos as possible and

nent here, as the pursuit of bonus objects and points leads our hero into secret worlds and rooms laden with treasures. Booty to Croc takes the form of Crystal Maze-style gems, found within packaging crates punctuating the play area. These crates are either lying on the ground, or can be seen defying gravity above our hero's head. This is where the beauty of Croc's 3D engine is shown to the full.

**LOVELY** As the little handbag-in-wait-

ing trots around the play area, an intelligent camera system pans around for the best possible view. ordinari-













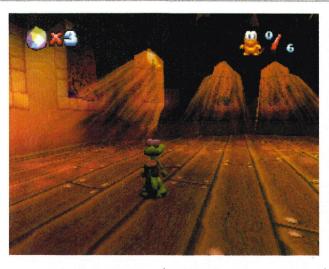
GOBBOS ARE OFTEN IMPRIS-ONED WITHIN LOCKED CRATES. THE KEYS FOR WHICH ARE **FOUND ELSE-**WHERE IN THE LEVEL.



Release: SEPTEMBER Company: Fox

Price: TBA Players: 1

Genre: PLATFORM



\$7.



ly, this is directly behind Croc. However, it may switch to the side slightly when he steps on to a moving platform; or pull back to reveal the aforementioned crates floating above him.

Crates are destroyed with a double press of the jump button prompting one of Croc's 'bum-bounce' moves to reveal clusters of six gems within. Dante has also used the crates to hide several of the kidnapped Gobbos, and just touching one of the stricken creatures is enough to warp them to safety.

While the premise of collecting gems is hardly original, it is the general panache of *Croc* which ensures it isn't just another *Floating Runner* or *Crash Bandicoot*. The Mario influence works to the game's advantage, with the developers ensuring the hero is equipped for every eventu-

ality. Extra modes of transport are dripped into the game effortlessly, all the time prompting the player to hone their skills and attempt new tricks. As the themed islands are explored, Croc is seen swinging from hand to hand, swimming, using balloons to fly, and clambering up sheer walls.

Nothing new, admittedly, but each new string to Croc's many bows is gently dropped into play and is a doddle to pick up.



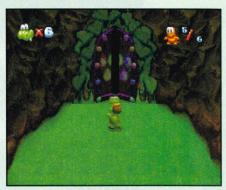
Croc uses every trick in the platforming book, and the trek to Dante's lair is fraught with danger. Moving and collapsing platforms, switch-operated ledges, ice stages, and boss creatures swanning around the final stage on each island. With such an

impressive cast of enemies and hazards, it comes as no surprise that Croc starts the game with six extra lives in tow. However, the aforementioned gems also act a shield between Croc and the afterlife. Although his bumbounce and tail-spinning moves are more than adequate cover against the mutated animals, the KO'd mutants reappear seconds after to continue their onslaught If their reincarnation catches the player unawares, though, and Croc comes into contact with a mutant, he is temporarily stunned and any gems collected are scattered around him. While this does nothing for the little fellow's gem bonus at the end of the stage, it does act as an 'extra life' since Croc dies if he is touched again without the protective gems.



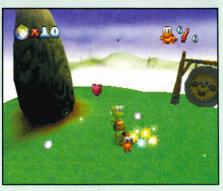
### BEHIND CLOSED DOORS

Unless a platform game comes packed to the gunnels with hidden rooms and secret locations these days, it invariably ends up in the file marked 'dated.' With this in mind, Croc is more than suitably equipped with both bonus rooms and secret locations. The former are shown as black doors, encrusted with coloured gems. These special gems are dotted around each level, and hidden away in every conceivable nook and cranny. Thus, although the player can opt to simply find the level exit, die-hard Croc players will want to snap up as many extra goodies as possible. The hidden areas, on the other hand, are only found when certain procedures are followed - or if potentially deadly risks are taken...











Air Combat 2
HAS ALL THE
THRILLS AND
SPILLS OF
PILOTING YOUR
VERY OWN JET,
FINDING THE
ENEMY AND
SHOOTING THE
CRAP OUT OF
THEM. WHAT
MORE COULD
YOU WANT IN A
GAME?









ot content with mastering the fighting and driving gen-

res, Namco takes to the skies once more with this Air Combat follow-up. There are now 30 missions as opposed to the original's 16 but the premise of the game remains the same: Fly missions for money, then use the money to buy planes. This time, however, the missions are more complex and they get progressively tougher throughout. What's more, Wingmen can now be hired to cover your tail in the air.



With all this in mind, it's time to pull on your flying jacket, don your helmet and goggles and look a complete prat as you check out *Air Combat 2*.

The missions take place as part of a large military campaign following a coup d'état. As a member of the special strikeforce 'Scarface', it's up to the player to help vanquish the enemy and liberate the country. Or in other words, have lots of fun blowing stuff up and tearing through the skies.

Before setting out on each



mission there's a briefing showing where the targets and friendly forces are and explaining the objectives. These can then be revised at leisure before starting the mission. To complete each mission there are a number of primary targets to destroy, including installations, such as radar sites, and vehicles, such as planes, tanks and ships. As well as these there are also secondary targets where destruction isn't necessary to finish a stage, but worth extra money and status. After the briefing, it's time to choose your aircraft



and decide whether or not you want a wingman before hitting the clouds.

Take off is handled automatically, so all missions start with the plane almost at the target area, getting straight into the action. Onscreen information is taken care of thanks to an HUD which shows the altitude, airspeed, and direction. Other air and ground objects are shown on the radar, which switches between short, medium and long range scans. Targeting is just a matter of getting in range and waiting for the firing tone



Release : IMPORT Company : NAMCO Price : IMPORT

Players: 1

Genre: SHOOT 'EM UP





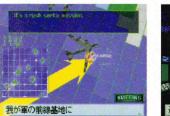












before firing your missiles. This usually works fine for static ground targets, but with aircraft the shots have to be chosen with care, since they don't usually sit still long enough - damn inconsiderate! Some planes dodge and loop all over the place, and staying on their tail means using manoeuvres which would make even the Red Arrows shudder. Huge screaming powerdives followed by pull-ups just a few feet from the ground or loopthe-loops with half-twists are some of the more incredible

If the missiles run out (unlikely, as most planes have about 60) a machine gun with infinite ammo is available for close-up kills.

moves possible.

Since most targets will be destroyed from a great distance, the main eyecandy comes from the scenery.



There are a lot of different terrain types, from arctic to desert as well as sea levels, and even though they are massive areas, the dreaded pop-up should be kept to a minimum. In fact, for the amount of ground detail the game moves incredibly quickly. The installations also look good, especially the space shuttle on the launchpad, the oil rig, and the aircraft carriers. Flying through a city at night has to be the graphical pinnacle of the game and squeezing between two buildings while flying at a high speed is also a great thrill, especially if you can survive it!

BIGGER AND BETTER

One of the problems with the original *Air Combat* was its brevity. This has been addressed by increasing the number of planes the player



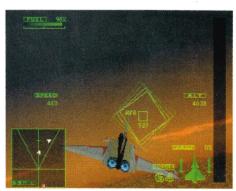






can access. If a mission is completed, with a large number of secondary targets destroyed, in addition to receiving a medal, a new plane will be available for purchase. The F22 Stealth Fighter is the best and can make missions a lot easier. The 30 missions can't all be played in the same game, because every few missions a choice is offered as to what











Air Combat
2'S GRAPHICAL
BEAUTY COMES
IN THE FORM
OF SCENERY
AND BACKDROPS WITH
DETAILED TERRAIN AND
INSTALLATIONS
TO FEAST YOUR
EYES ON BEFORE BOMBING THEM.

the next operation will be. This means the game will have to be played through quite a few times before all missions have been seen, and thus all planes collected. With these new additions, it looks like Namco has addressed the problems which plagued the first Air Combat, providing some top flying action for armchair pilots everywhere.



AFTER THE BRIEFING CHOOSE THE RIGHT JET FOR THE MISSION AND DECIDING WHETHER OR NOT TO HAVE A WINGMAN.

### IT'S NOT ALL SHOOTING YOU KNOW

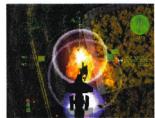
Air Combat 2 offers a wide variety of challenging missions for budding pilots. Some levels require the plane to be landed on an aircraft carrier. One forces the player to stay below 600 feet in order to avoid radar detection. In one your radar is jammed so you can't see where the enemy is until they're right on top of you. In another, there's a power station which can't be blown up until a certain time, and then it's only vulnerable for 90 seconds. Oh yes, and you have to fly inside it! There's even a mission where your missiles can't target certain enemies, meaning they have to be destroyed with machine guns. So, unless you want to end up as a nasty smear on the ground, you'd better polish up your flying skills!















IF YOU'RE SCARED OF HEIGHTS IT'S BEST NOT TO LOOK DOWN. THE DETAIL OF G-POLICE'S GRAPHICS IS **SUCH THAT** NOT ONLY DOES THE CITY LOOK INCREDI-BLE, BUT THE SENSATION OF HEIGHT IS AMAZING.

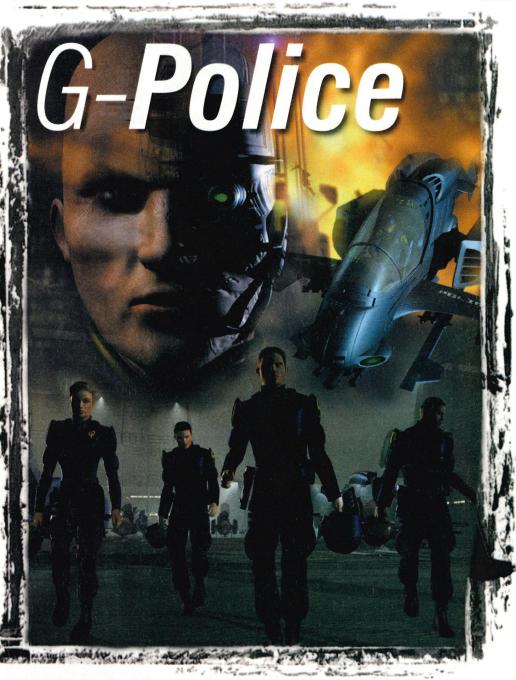
ho'd live in the future, eh? According to just about every science fiction book, film or game, it's going to be a bleak overcrowded place filled with giant skyscrapers and ruled by mysterious and shadowy corporations. Not exactly the most friendly of places to visit.

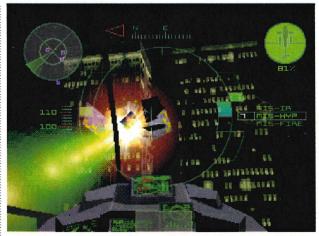
But don't worry, because in the future according to G-Police, there'll be loads of cool weapons to play with and tons of people to shoot. The reason for this is that, come the year 2097 big business has taken over the running of society and corporations have their own private law enforcement group called, oddly enough, the G-Police (G standing for Government). These are used to keep the peace on the companies' territories, which in this case is a mining colony on Callisto - one of Jupiter's moons in case you haven't been keeping up with The Sky At Night recently. People live and work in giant domed cities filled with skyscrapers and plenty of ground and air traffic.

As G-Cop Jeff Slater (made-up name!) the player has to pilot a HAVOC gunship through the cities, bringing law to the lawless. A bit like Blue Thunder in the future if you will (or even if you won't). Except without rotor blades.

> Release: NOVEMBER Company: Psygnosis Price: £44.95 Players: 1

Genre: SHOOT 'EM UP











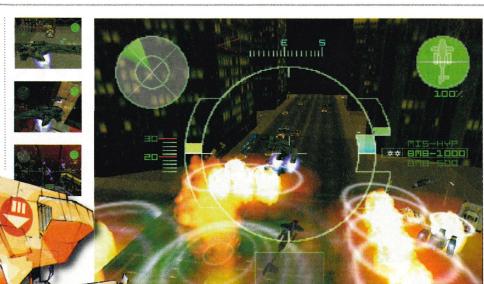




CRY HAVOC

tem. And what a

The HAVOC, you see, is a 'vector thrust gunship'. Just imagine a Harrier Jump Jet version of a helicopter and you won't be far wrong. This is the ideal craft for the city domes, since it has two different flight modes. The first is the standard flying mode, but the second holds the gunship in mid-air. This effectively turns it into a floating gun turret, since the cockpit can be pointed in any direction to allow for easy targeting of the ship's weapon sys-



THE CITY MIGHT LOOK DARK AND GLOOMY, BUT THIS MAKES IT ALL THE MORE **SPECTACULAR** WHEN IT'S ILLUMINATED BY FIRING OFF THE HAVOC **GUNSHIP'S** MANY WEAPONS.

weapons system it is. The HAVOC is equipped with a seriously deadly array of big boy's toys capable of turning your average criminal mastermind into toast in a flash. One of the most powerful weapons is the 1000kg bomb, a devastating air-toground weapon easily targeted thanks to a laser sighting device. But if laser sighting isn't enough, the viewpoint can be changed to a topdown view allowing better aiming. This is just one of G-Police's many camera views which meaning there's never any excuse for being able to see properly. There's the obvious in-cockpit and thirdperson views, but the most exciting will be used with Sony's new analogue joypad. While one of the sticks on the pad will be used to give more subtle movement to the gunship, the other will allow

the player to move the pilot's head independently of the ship, meaning they can look in one direction while moving in another. And there's certainly a lot to look at.

ELCOME





If there's one thing Psygnosis knows about, it's creating 3D future worlds. WipEout 2097 and Tenka are testament to that. G-Police takes things a great deal further by creating cityscapes hailing from the Blade Runner school of town planning, with mammoth skyscrapers lining the streets and plenty of futuristic traffic, both on the ground and in the air. Lighting effects and details such as rotating billboards and flaming chimnevs add to the sense of the game taking place in a proper city rather than a dull landscape. The domes also vary



STREETS IS JUST AS SKIES, SINCE TRAFFIC OUT THERE. THEY

THE HEADS-UP DISPLAY GIVES THE ROOKIE G-COP ALL THE INFO THEY NEED TO KEEP THE GUNSHIP IN THE AIR. RADAR. **ALTIMETER** AND WEAPONS READOUTS ARE ALL THERE TO BE STUDIED.

KEEPING AN EYE ON THE IMPORTANT AS WATCHING THE THERE'S PLEN-TY OF GROUND BLOW UP NICE-LY TOO.

throughout the game's 35 missions with industrial, agricultural and wasteland just some of the different types. The missions themselves are of course shoot 'em up based, featuring both air-toair and air-to-ground combat, and are linked together to form a plot created by a professional scriptwriter which revolves around Slater investigating his sister's death. She was also a HAVOC pilot, and died in mysterious circumstances. As the game progresses, so does the plot, as well as the availability of helpful weapons and the complexity (and therefore toughness) of the missions. Slater also receives more allies as the game goes on, gaining control of wingmen and ground units who talk to our hero as the action demands it.

Psygnosis' claim that this could be the Christmas number one doesn't look completely unfounded, since the game is currently looking very good indeed and offers the all-important factor of being able to blow up just about everything in sight with some astounding weaponry and some awesome lighting effects. If they can make the gameplay match the looks (and their claims) then come autumn there should be some very happy wannabe G-Cops around indeed.

### G-SHOCK

In order to survive in the hostile world that is Callisto, the G-Police's HAVOC gunships are armed with a deadly arsenal of weaponry. Here's some information on just a few of the ballistic beauties you'll be able to get your homicidal paws on.

### LAVOCHKIN 30MM

The HAVOC's standard weapon is this 30mm cannon, which fires 10 shots a second and comes with Armour Piercing and Explosive rounds. In order to help with targeting, every tenth shot is also a tracer round to show exactly where those deadly shells are going.

### HYPERVELOCITY MISSILE

Hitting the target almost instantaneously after being fired, this missile will continue to pass through targets until it hits something tough enough to make it stop.

### HENSCHEL STARBURST DISPERSION MISSILES

Great for multiple targets or just making one enemy dead very quickly, the Starburst missiles come in groups of eight, and are fired simultaneously. After pausing for a second to lock on, the missiles will seek out any target/s in the area.

### PLASMA LAUNCHER

A powerful energy weapon, this gun can be charged up to deliver a devastating bolt of energy which will do serious mega-damage to any craft stupid enough to be in the way.







HERCULES **DEFINITELY** SHOWS ITS **DISNEY ROOTS** WITH ITS WELL-DRAWN BACKGROUNDS AND SUPERBLY ANIMATED CHARACTERS.





wo years into

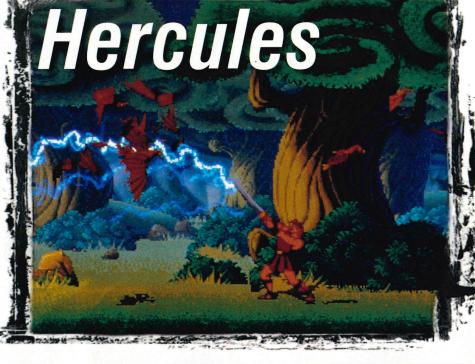
the time tunnel that is the PlayStation and we've got a busty female heroine in Tomb Raider, headmunching zombies in Resident Evil and murderous martial artists in Tekken. Are we satisfied? No, because there's hardly any games based on a Disney cartoon. Common they may have been on the 16bit machines (remember Aladdin and The Lion King?) but the mouse has barely had a sniff around the Sony skirting board.

ture, Hercules. A character in Greek mythology, Hercules was the mortal son of Zeus, the king

This is all set to change with the PlayStation game of

Disney's 35th animated fea-

of the Gods and had superhuman strength. In the film,





Godhood by Hades, the lord of the underworld, and must battle with him as well as a host of other monsters in order to defeat the villain and rescue his true love Meg.

The game looks to have a lot of depth in terms of Hercules wandering in and out of the screen, while others see him walking into the action in a



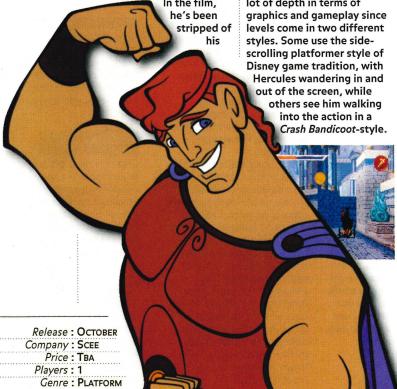
This mixing of styles, together with some great-looking graphics (Disney do know a fair bit about drawing and animating characters after all) and sound, make this look like Hercules will continue the Disney videogame tradition well.

LEVEL BEST

The first two levels see Hercules training to become a hero under the tutelage of Philocetes. This involves dodging traps and rescuing damsels in distress in order to please his teacher.



Hercules has loads of different moves to help him out as he moves through the levels. As well as the usual running and jumping he can grab hold of hooks and swing on them in order to reach hidden areas and platforms. Our hero can also use his great strength to help his progress through the levels. Firstly by smashing objects in his path with a power punch, and also to do a powerful ground-slam in order to break through platforms. He can get hold of a sword for damage duties, and it can be upgraded with







HERCULES'
GRAPHICS GIVE
AN ADDED
SENSE OF
DEPTH TO THE
SIDESCROLLING
LEVELS
(RIGHT), AND
OBVIOUSLY TO
THE 3D LEVELS
(SEE DESIGN
MODELS ON
THE RIGHT).













power-ups from the Gods, such as lightning from Zeus, and fire from Hephaestus (who he?). The God Hermes can also quicken his pace by giving him his magical sandals of swiftness.

The levels themselves make great use of lightsourcing and 3D, with Hercules able to move in and out of the landscape along with the other characters he faces on the side-scrolling levels. These form the meat of the game as Hercules takes on huge bosses based on mythlogical creatures such as centaurs, a Cyclops and of course the manyheaded Hydra, before making his way to the underworld to battle with Hades and rescue Meg. Variety is added to the game with the inclusion of the new 3D-style levels and a section where Hercules takes to the air on





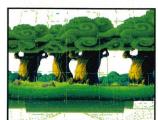


his flying horse Pegasus.
Longevity has apparently also been assured since levels are filled with secret areas. Even after the game has been finished, a percentage score will tell how much of the game has been explored and how much is left to find.



A lot of work has gone into the game in order to make it as worthy a film adaptation as possible. To this end, cutscenes between levels will be clips from the film itself, with a new technique being used to make quality even better. Meanwhile, the ingame graphics use over 10,000 frames of hand-drawn animation to give it that distinctive Disney 'look'. The sound has also had as much effort put into it and uses a system similar to Q-sound







(which is a 3D sound system that can make sound effects appear to be coming from all directions). Voices from the film by actors like James Woods and Danny DeVito have been included as well as some dialogue especially for the game. In addition, sound effects and music have been taken from its celluloid counterpart. With all this work behind it, and a proposed release simultaneous to the movie, Hercules should provide a superb videogame version of Disney's epic. Let's just hope it's good then.



So you think Disney's Hercules is the first big screen treatment of this mythological hero? Think again. For back in 1970 none other than Arnold Schwarzenegger played the overly-muscled son of Zeus in his first film, Hercules in New York. Billed under the stage name of Arnold Strong (we kid you not), Arnie gets struck down from Olympus by his dad and spends the movie running about the Apple that is Big causing much mayhem in the "comedy". Sadly, it doesn't feature any great lines like "Get your ass to Olympus" or "\*\*\*\* you Poseidon".

But maybe he'll knock that Terminator 3 idea on the head and do a sequel. Well, you never know...







# Rapid Racer

QUITE HOW A DIFFERENT PROPELLER CAN IMPROVE A BOAT'S PER-**FORMANCE IS** BEYOND US, **RUT THERE ARE** FIVE AVAILABLE TO STICK ON THE BACK OF THE BOAT.











ill this avalanche of racing games never end? Racers, along with fighting games, form the majority of popular titles on the PlayStation, with gamers as hungry for new spins on the genre as developers are for dreaming them up. Racing on water seems to be the latest one, with games such as Jet Rider on the PlayStation (and Wave Race on the Nintendo) showing the worst and best of what can be done. Sony's internally developed Rapid Racer looks like it could be one of the best, not only as a water-based game, but as a racing game full stop. This is because this particular title has some amazingly detailed graphics, some great twistyturny courses and a wide range of tracks. The result is a game being dubbed by some industry types as WipEout on water'.

Company: SCEE

Players: 1-5

Pitting the lone player against seven other powerboat racers, Rapid Racer takes place on 18 tracks over six different courses. The courses themselves differ in style significantly, from the white and icy Alaska track to a redhot lava course. Views come in the two basic flavours of first and third-person perspectives, the former being for the real white-knuckle riders who like to feel like they're sitting right on the

front of the boat. This may result in severe sea sickness for those with extremely weak stomachs though, so be warned. The rest of us will be sticking with third-person mode, no doubt.

Graphically the game is shaping up to be an incredible looker, testing the limits of the machine. The whole caboodle runs in the PlayStation's super-duper hiresolution mode, which has previously been avoided by developers and is only now getting a decent look-in. The recent *Tobal 2* was one of the first games to show off the mode to any sort of decent extent, and Rapid Racer is set to continue this (er, short) tradition with some of the sharpest graphics you are likely to see this year.

The water effects are incredible to look at, and waves - as well as the wake of the other boats - will affect the handling of your craft if you get caught in it. The water also sprays up as the racers travel and turn through it.









Price: TBA

Genre: RACING



### FIFTY

As well as looking good, Rapid Racer is also a bit of a mover. With the PAL version's graphics moving at a super-smooth 50 frames per second (even though the NTSC version moves at 60 fps, but let's not be greedy) the speed and fluidity of the game is never in question. Depth is also added with the inclusion of tracks which are played in both day and night modes, and raced backwards in a Ridge Racer-style mirror mode. There are also 10 boats to choose from which can be upgraded as the game goes on.

Engines, propellers and foils come in five different grades giving extra power and manouverability to the souped-up boat. Crucially, two-player action is also well taken care of with a split-

screen mode which can be done vertically or horizontally according to taste. And to keep better players from constantly beating novices, there's a catch-up feature which gives the second place racer a muchneeded speed boost to keep them in the game. Up to five - yes, five - players can also compete against each other in a league tournament, so even though only two can play simultaneously, you can still compete against a group of people.



ON

Sony is continuing to try and give European gamers as much quality as possible with Rapid Racer and not only in terms of keeping the in-game speed up. Music is becoming more and more important in racing games, with a

stonking good soundtrack having almost as much importance as the graphics. This was first proved in the WipEout games, and Rapid Racer has followed suit by getting dance band Apollo 440 to provide the tunes which are exclusive to the game. Rapid Racer is also another of the

Sony's new analogue joypad, but whether it will make use of the 'rumble' effects is yet to be confirmed. With all these additions, it looks like the only thing that isn't known to be superb is the gameplay. That aside, this still looks like being an incredible package, but whether the "WipEout on water" claim will be justified when the game comes out is another matter entirely...

growing number of

games to support













18 courses is more than enough for most people, but for

the over-demanding gamer (and let's face it, that's most

of us) Rapid Racer offers a mode which will give the best

of the best plenty to do once the game is completed. By

beating the game the Fractal mode is activated which randomly generates tracks so that over 256,000 courses can be played on (why the exact number isn't known is anybody's guess maybe someone at Sony lost count). And by

<u>I'VE GOT MORE COURSES THAN YOU.</u>

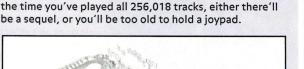






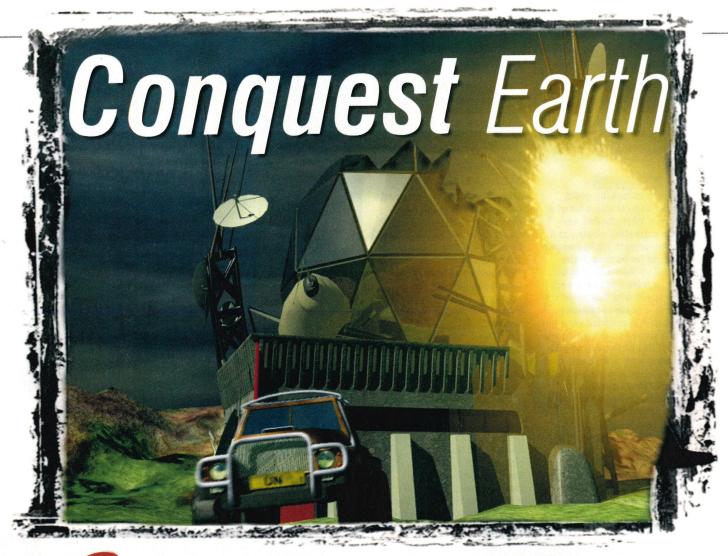








IF YOU COULD DO WITH SOME **MORE THRUST** (AND LET'S FACE IT, WHO COULDN'T) THEN RAPID RACER OFFERS FIVE DIFFERENT **ENGINES TO GIVE YOUR BOAT SOME** REAL POWER.



CHOOSE TO FIGHT AS **HUMANS OR** ALIENS IN AN ALL-OUT BAT-TLE FOR PLAN-ET EARTH. EACH SIDE HAS THEIR OWN **ABILITIES ENCOURAGING** DIFFERENT STYLES OF

and Conquer won the hearts and minds of most strategists, some gamers were undoubtedly turned off by its approach, which seemed more geared towards a PC market than to a console audience. Conquest Earth, recently shown exclusively to PlayStation Plus at Data Design studios, aims to bridge the gap between shooting and thinking with a PlayStation-

hile Command

specific version of Conquest Earth that plays much more like an arcade game.

VIXING STYLES It's not often words like fast and furious are used to describe a strategy game, but then Conquest Earth is trying to break moulds. With its own game engine, redrawn sprites and a bias towards the arcade, only cut sequences and sound have been ported over from the PC. When Data Design start-

> ed on a PlayStation version the idea was to create a totally hectic game which offered complete control over weaponry and soldiers, and threw in big explosions and effects. Remember Cannon Fodder? These boys

certainly do.

Apparently the storyline is based on fact and theory knocking about today, but judge for yourself. In June of this year Galileo, the NASA space probe, ended its mission by plunging into the gaseous atmosphere of Jupiter. Scientists on Earth planned to analyse the mass of technical data collected moments before the machine was vapourised.

However, boffins on our planet were not the only ones tracking the probe. Gasbased inhabitants of Jupiter were shocked to detect this bizarre, hard, alien object heading towards the centre of their home world. Where it had come from was a mystery. Data suggested SOL3, the uninhabitable solid planet with a highly poisonous Oxygen atmosphere.

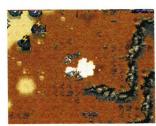
Further study revealed either SOL3, or Earth, was indeed the source of this craft and was populated by a race of aggressive and warlike solids. These beings had already squandered their own planet's natural resources and it was decided they must be looking to plunder Jupiter's rich hydrogen reserves. A meeting of Elders took what became known as the "Genocide Vote". Earth must have its population annihilated and the planet's environment converted to sulphur for colonisation.

IWO FOR ONE

Effectively Conquest Earth will be two games bundled into one package.

Players will be given the opportunity to wage war as humans or aliens, but whereas many other strategy games simply reverse plots, this game contains two distinct sets of 30 missions and two very different styles of play. Pick humans for a desperate struggle, with no natural resources to rely on, but lots of weapons already available. Helicopters, tanks, jeeps, missile silos, combat satel-





Release: SEPTEMBER Company: EIDOS Price: £44.99 Players: 2 Genre: STRATEGY









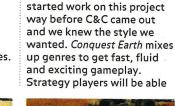




lites, and more besides are there to use.

Take up with aliens for a much sneakier approach, with less weapons, but the chance to mine materials and use lots of special abilities. Big green men can turn invisible or if they get together in a group they're able to morph into weird vehicles. Individually they can also transform into trees, rocks, tanks or even humans. Very underhand. Graphically human and alien cultures have been made to look worlds apart too. Earthling structures and machinery look modern but not over the top. Alien equipment appears to have been grown in vats and is pretty darn ugly.

With non-stop action, requiring fast thinking; complete control over every character and vehicle; live action cut sequences; huge explosions that rock the screen; simple controls; a windows system to keep track of your units, and the ability to quickly zoom in and out of the action, *Conquest Earth* intends to rewrite the concepts behind strategy games. "This is no clone", Data Design Projects Manager









Eamonn Barr explains, 'We





arcade players

and see who comes

According to the developers Conquest Earth relies on the most advanced Al system ever used in a game. Code has been derived from an advanced Neural Network technology, which is a term usually bandied about by people wearing lab suits and is connected with machines that learn. Basically this

out on top."

should mean the game actually tries out new strategies and reacts to player actions. For example the Al might decide to lay ambushes, probe for weak spots, or create diversionary attacks to lure away key defences.

All this sounds as if Data Design might have built themselves up a massive project full of problems to be overcome. What was the motivation for taking all this on? 'We wanted to set a milestone just for the sake of it". Fair enough!

CONQUEST
EARTH COMBINES ARCADE
THRILLS WITH
THE DEPTH OF
A STRATEGY
GAME.
IMAGINE A
CROSS
BETWEEN
CANNON
FODDER AND
COMMAND
AND
CONQUER.



STILL LOOK DISGUSTING.









At Data Design's West Midland studios one floor has been set aside for filming special effects. An office at the back is stuffed full of heads with half the skull revealed, animatronic arms, gallon bottles of blood and tubs of slime. Medical photographs of innards hang on the walls. The artist who works there was poached from a local hospital where he was building prosthetic limbs. Now he spends his time creating the live-action cut sequences for Conquest Earth that should make it stand out from the crowd.



# Actua Soccer 2

t is foretold. Sooner or later a football game that lives up

to its promises will arrive. Granted there's been one good effort recently in the form of Konami's ISS Pro which moved the genre on a few paces, but still some playability managed to get lost between preview and review stages. Perhaps the ambitious Actua Soccer 2 project from Gremlin will produce the kickabout we know the PlayStation is capable of.

Y LIPE

Before work began on a sequel, programmers sat down with the original Actua Soccer code and ruthlessly probed for weak spots. Many hours were spent playing other football games like Sensible Soccer, Kick Off, and ISS Pro, as well as arcaders Euro '96 and Virtua Striker. It was decided that where Actua Soccer fell down was on over-emphasis of simulation. Virtually every facet of football had been calculated, resulting in a slower game that stuttered along. For instance, when a forward met a cross with his head the engine would work out the point of contact exactly to

Genre: SPORTS SIM

WEATHER
CONDITIONS
SUCH AS MIST
ARE BEING
ADDED TO
ACTUA

Release: OCTOBER
Company: GREMLIN
Price: £44.95
Players: 1-4

(BELOW)

SOCCER 2.







determine the direction and strength of header.

As a result Actua Soccer 2 will be much faster moving, with natural and unfussy gameplay. Since motion-captures can make graphics jerky as characters move from one set sequence to another, this time around there will be less emphasis on motion-capturing every possible move as Gremlin instead aims for instant and fluid action.

That's not to say the technique's been binned altogether. It's still being used and players already look realistic even from a distant camera position. Most of the original captures will be there, but there's a new set









for certain player movements and another 70 or so for new special moves, reactions to decisions and some for referees themselves.

Taking up from where Actua Soccer Club Edition left off. Actua Soccer 2 will have a huge number of teams to mess about with. All Premier sides, hopefully with correctly named and up to date players, will obviously be included, but then programmers are also adding every Nationwide Division club. There'll also be divisions from several countries around the world to allow players to test international styles of play.

Usefully, an option will



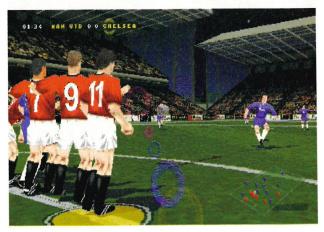


allow all stats to be equalised, turning games into pure demonstrations of skill. At last Manchester City will be able to take on Manchester United on an even footing.

VAKE YOUR



Beside being able to play your favourite side, no matter where they happen to fester in the professional divisions, *Actua Soccer 2* will also allow players to use one of 27 stadiums which have been painstakingly designed. Taken from lots of photos each is said to be detailed, realistic and recognisable. Matches can be played at







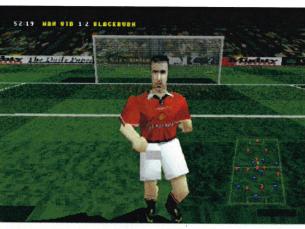


these grounds during day times or evenings, with floodlights throwing shadows, and snowy, foggy, rainy or windy conditions making the player's life hell. These settings can be toggled on or off in arcade mode and in simulation mode weather effects will come into play at the correct times of the season. Several difficulty levels will also be catered for, from professional down to pub league competence. On easiest players will never lose control and can also turn to face goal and get shots in the right general direction when trying to score.

Gremlin's programmers are paying attention to detail with touches such as fully working video screens, skidmarks on pitches which remain for the length of a match, players who pull their socks up or make a fuss when booked, statistics that pop up while waiting for the ball to be repositioned, and netting that bellows out realistically when a goal is scored.









Making purely cosmetic alterations to the original wouldn't have allowed Gremlin to fulfil its designs for Actua Soccer 2, though. A totally new engine had to be developed. Now, twice as many polygons can be displayed, which in the worse case means 3,000 on screen at once. Normal frame rate is between 28 and 30 per second on both NTSC and PAL machines, or if an overhead view is being used between 45 and 50 frames shoot past every second.

When PlayStation Plus visited Gremlin's Sheffield studios recently chips, first time touches and volleys, a selection of passes, including the old one-two, and long balls which bounce ahead of players had all been programmed and Actua Soccer was looking a pretty tasty prospect. Through-balls are also likely to make an appearance, as will loads of special moves which remain undecided so as D:Ream would say - things can only get better...











ACTUA
SOCCER AND
ACTUA
SOCCER 2 ARE
WORLDS APART
IN TERMS OF
GRAPHICS AND
PLAYABILITY.

### **VIEWPOINTS**

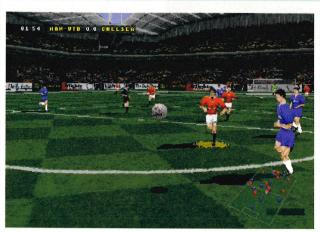
Like many games in development stage *Actua Soccer 2* currently uses a totally free roaming camera, which allows play to be viewed at any angle from within the parameters of the game. However, when the finished product hits shelves this autumn there will be four or five preset angles to choose from, including an overhead (*Sensible Soccer*) view. Although free cams might be initially a touch tricky to set up, it's a pity most games don't leave this option in to allow the public to choose for themselves which is the perfect viewing angle.











(LEFT)
POSITION
RADAR NOW
SPINS AROUND
AS CAMERA
DIRECTIONS
CHANGE. THIS
SOUNDS ODD
BUT ACTUALLY
THE SYSTEM
WORKS VERY
WELL.

RUNABOUT
OFFERS LOADS
OF OPPORTUNITIES FOR
NEEDLESS
CRASHES AND
EXPLOSIONS.
HERE WE'VE
DELIBERATELY
SUNK A BMW
IN A SWIMMING POOL
FOR YOUR
VIEWING PLEASURE.





f we had a quid for every driving game we see we'd have, ooh, about a thousand quid by now.

And let's be honest here, there are only one or two that really step forward, look you square in the eye and

GOT ANY SURF COASTERS?

The people responsible for Runabout's totally a cool soundtrack are The Surf Coasters ('Japan's t

most popular instrumental combo!" - it says here) who do a surf guitar thing which sounds like the Pulp Fiction soundtrack meets Goldie for a kind of drum 'n' bass surf jam-

boree. Can't wait.

demand, 'play me.' Too few, considering the amount around. Good news though, because if Runabout turns out to be all it's cracked up to be it's going to be one of the few you'll really want to own.

Take bits of Destruction Derby, throw in a dollop

or two of Twisted Metal World Tour, add a stonking cool soundtrack, a bit of wry humour and you've got the basic ingredients for the Runabout recipe.

It's got a storyline of sorts, but that's not important. The main thing is this game looks like fun. The player must guide their vehicle - initially



Release: IMPORT
Company: YANOMAN
Price: IMPORT

Price: IMPORT
Players: 1
Genre: RACING







# Runabout

a selection including a Vespa scooter and a Mini - through areas (Downtown, Seaside and Metro City to be precise), complete tasks and get the hell to the end of the course before time runs out. So, it's basically a race against time. But there's also stacks of other hazards to negotiate: Pedestrians to torment, barriers to bash through, bridges to jump, that sort of thing - and vehicles can get seriously knackered. Not only that but there's also tons of things to explore on each course, so the chances are players will spend a fair bit of time getting used to the environment and discovering its many secrets before taking up the time challenge.

Once the course has been completed the game gives out little pressies which include other vehicles ranging from remote controlled buggies to police cars and even a bus - all the better for crashing through shopping centres with.

There's fun by the bucketload to be had here and if Runabout plays anywhere near as good as it sounds, well, let's just say it could be a birroya classic.





















# "BEST STRATEGY GAME OF ALL TIME" NEXT GENERATION



# PREPARE FURWAR!















There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.



# LUCKY



IS IT A CAR-TOON OR IS IT A GAME? NEITHER REAL-LY, IT'S LUCKY LUKE, BASED ON A FRENCH CARTOON STRIP AND COMING TO A **PLAYSTATION NEAR YOU** VERY SOON INDEED.









HOWDY Lucky Luke is the most ambitious cartoon game yet, and is packed with visual trickery. Night gradually turns to day, casting shadows across the play area, and the artificial intelligence governing the other characters kicks in, as they go about their business - ie. going to bed or to the saloon!

> similarly high standard, and as Luke wanders from the dusty desert and moseys into town, panning cameras follow his every move. All the characters and backdrops benefit from Gouraud shading, and are 3D models which can be viewed from any angle. While the main core of the game involves explo-

> > Release: November Company : OCEAN Price: TBA Players: 1

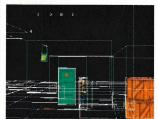
Genre: ADVENTURE

e're not big on European cartoon heroes over here, really.

Asterix and Tintin are pretty much the only two strips to have had any real impact in Blighty, but Ocean is confident a third name will be added to this very short list: Lucky Luke. Created by one of the original Asterix team, Lucky Luke is a cowboy whose misadventures have been ported to the PlayStation in the shape of a 3D arcade/adventure. As of yet, the scenario has yet to be

formalised, but the game is roughly 50% complete and already looking very impressive indeed. In order to convey the cartoon feel of the original, Luke and the assorted Wild West characters he meets on his travels all stand at least half a screen high, and are incredibly well animated. The backdrops are of a









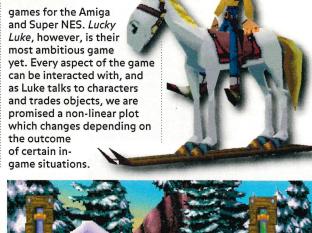
ration and puzzle-solving, adrenalin junkies can pit themselves against a number of arcade interludes which the game throws up every now and then.

Lucky Luke is the first fruit of Ocean's recent partnership with French giants, Infogrames. The French team has experimented with cartoon characters before, with both Asterix and Tintin























t usually takes a fair sprinkling of imagination to get really excited about games in early stages of development. Unfinished graphics and only a hint of what could be considered gameplay can often mask a top-notch game in the making. Not so with Crime Killer. Although unlikely to hit shelves until January, Interplay's new shootingcome-racing game already

looks a riot. Set oh-so-surprisingly in a distant future, Crime Killer casts the player as a cop patrolling a Blade Runnerstyle city. Gangs of organised criminals are running amok and it's this policeman's job

to contain the situation through a series of vehiclebased missions. Three modes of killer transport - all bristling with firepower - will be available; a motorcycle, a patrol car and a wing (aircraft). Each handles in completely different ways, with individual strengths, weaknesses and separate sets of deadly weapons.

Real-time 3D environments

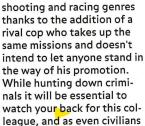












are armed there should be no time to relax. Running at 60 frames per

> PAL, Crime Killer s already noticeably very fast and smooth, with vehicle handling espe-



WITH POLICE PLANES, BIKES AND CARS AT YOUR DISPOS-AL TACKLE AN ORGANISED CRIME WAVE.





Release: JANUARY Company: INTERPLAY

Price: £44.95 Players: 1 Genre: RACING

sectors of a city with urban characteristics such as industrial wastelands and ghettos. Roads are therefore set across all kinds of terrain which often require trick and stunt driving. Chases are made to feel more realistic thanks to an in-car camera that tilts and jolts as vehicles pull Gs, crunch into objects or get hit by huge explosions. Why, it even boasts natural disasters like earthquakes and volcanoes to make proceedings even

are designed to represent

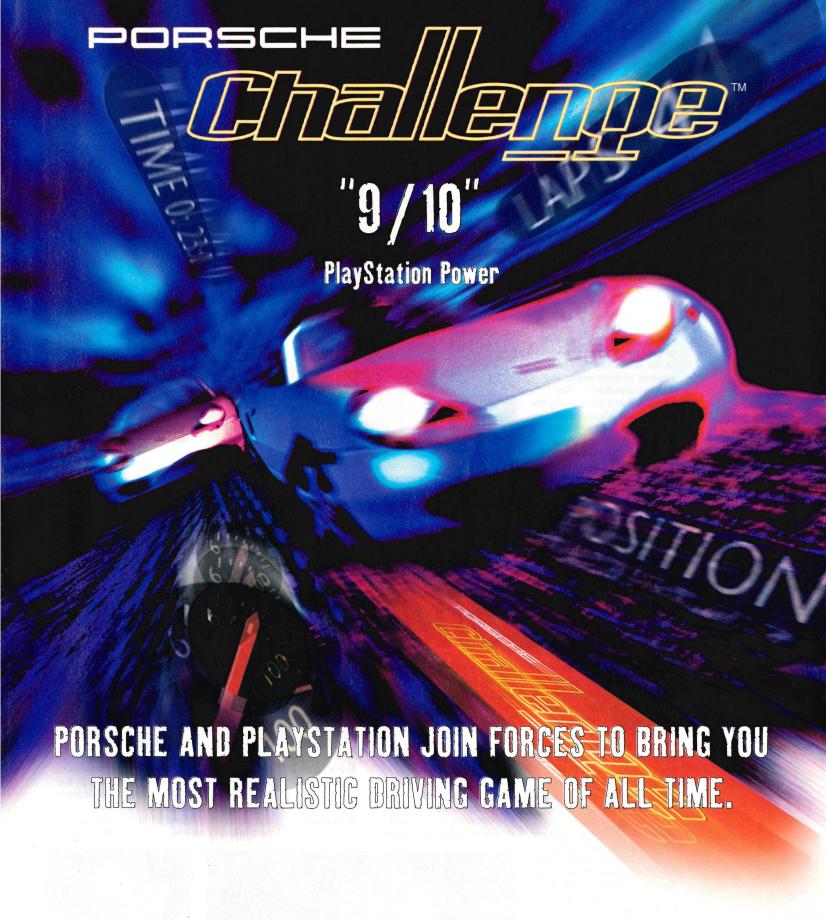
more tense. Gameplay will mix aspects of





second for NTSC and 50 for cially pleasing.













## Lethal Enforcers

ack in the dim and distant mists of time before the top

cop-killing likes of *Time Crisis* and *Virtua Cop* there was *Lethal Enforcers*. Konami's first person shoot 'em up may have had the most rubbish gun ever mounted on its coin-op cabinet, but it was still a classic of sorts and guess what? That old coin-op classic is about to make its debut appearance on the PlayStation.

Yup, Lethal Enforcers aims to give the player all the thrills of offing every perp in eyeshot without any of the obvious drawbacks - like death. What's more, since the PlayStation release combines Lethal Enforcers I and II the slaughter and destruction can either take place in a kind of contemporary setting (in the first game) or in a Wild West environment (for the second).

Release : TBA
Company : KONAMI

Price : £TBA

Players: 1
Genre: SHOOT 'EM UP

PLAGUED URBAN LAND-SCAPE .

THE LETHAL

**ENFORCERS** 

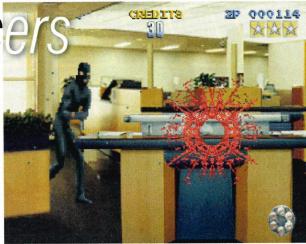
WORLD IS

CRIME-

EITHER THE

WILD WEST OR

A BRUTAL AND











EACH GAME
HAS TONS OF
BOSSES TO
BEAT, INCLUDING ONE WHO
FIRES OFF CANNONBALLS.
THE NERVE OF
THE FELLOW.





Konami reckon the game's an exact conversion of the coin-op. This time though, you don't have to put up with the crappy gun since it's going to be compatible with all lightguns currently available. The rest stays the same. Players must battle their way

through six stages, encountering the likes of armoured cars, hijacked airplanes and flaming covered wagons along the way. The PlayStation version also boasts difficulty settings and an option to turn blood on or off for the faint of heart.

# Hard Boiled

future taxmen will be replaced by killer androids who wipe out misbehaving members of the public, then go home and relax with their killer android wives. As if Her Majesty's servants weren't scary enough already! This strange vision is presented by Hard Boiled, a part-shooting, part-driving game from Electronic Arts which has kept pretty quiet up until now.

Set in a Blade Runneresque world, the player must use a deadly flying car to take on the director of a home appliances conglomerate.

Movement through the 3D world is perpetual, although it is possible to use short bursts of extra speed. Over five missions the idea is to

Release : August Company : Electronic Arts

Price : £44.99 Plavers : 1

Genre: SHOOT 'EM UP

eliminate trucks, bulldozers, cranes, helicopters, robots and a couple of strange bosses. Tracks include several branches, some will be short cuts packed with enemies, others will contain more power ups, which should lend a little more variety to the gameplay.

Hard Boiled claims to have awesome special and avionic FX with zooms and real-time rotations, an extensive selec-



DRIVE ALONG TUNNELS AND ROADS AND SHOOT LOTS OF BADDIES. tion of sprites and transparencies and spectacular opening and closing cinematic sequences. See how it compares with *Tunnel B1* in next month's review. HARD BOILED
IS BASED ON A
GRAPHIC
NOVEL BY
FRANK
MILLER, WHO
WROTE
ROBOCOP 2.
STRANGELY
ENOUGH THE
COMIC BOOK
DID NOT
INCLUDE ANY
FLYING CARS.







### Motor **Mash**

op-down racing will soon be taken into a cartoon dimension

thanks to a Wacky Races inspired game from **Eutechnyx called Motor** Mash. Although the company is quite keen to play down references to other titles, this game looks and plays like a Hanna-Barbera version of Micro Machines V3, which is no bad thing.

Offerings such as these are best enjoyed in the company of mates, and Motor Mash allows up to four players to

> Release: SEPTEMBER Company : Ocean Price : £44.99

Players: 1-4 Genre: RACING



COLOURFUL, COMICAL GRAPHICS ARE MIXED UP WITH HECTIC RACING IN MOTOR MASH. IN-CAR WEAPONS, SUCH AS A SHRINK RAY ARE ESPECIAL-LY SILLY.

race simultaneously either using a multi-tap or a system of pad-sharing, which will no doubt lead to the odd gentlemanly disagreement. Bags of levels have been included, set across diverse terrains such as the jungle, Atlantis, the Wild West and a world of nightmares. Although viewed from above graphics have been created entirely

ments seemed solid, quirky and very colourful. An intelligent camera pans in and out of the action and changes angles for maximum visibility, but this also helps to show off the 3D worlds and further enhances the feeling of depth.

using polygons and when the

PlayStation Plus 3D environ-

product was shown to



# Power Boat Racing

where it

obstacle.

ics that

becomes an

Wake and

wash dynam-

sing a complex

physics engine

to simulate realistic water effects, Power Boat Racing should provide an experience to leave players reaching for the sick bag. Massive jumps, unexpected obstacles and rivers that get rougher than the average theme park ride are just some of the features developer East Point Software is including.

A total of nine tracks (each with its own theme and character) are being designed. At Monaco, for example, piloting your craft across the bay it's possible to spot Formula 1 cars racing around the road track. On the banks of the New York circuit a high speed police chase is underway and after several laps the patrol-

> Release: NOVEMBER Company: INTERPLAY

Price: £44.95 Players: 1-2 Genre: RACING







**POWER BOAT** RACING COULD BE ONE OF THE FIRST PLAYSTATION GAMES TO BE COMPLETED AHEAD OF ITS **ORIGINAL** SCHEDULE -SOMETHING UNHEARD OF IN THE INDUS-

throw boats into the air, weather effects such as dense fog, secret routes and courses and separate classes of boats travelling at speeds of up to 200 mph complete the picture. At this stage of development the most impressive feature seems to be interaction between craft and water. Bobbing up and down on waves feels very realistic, and boats even dip below the surface after

ing a view of objects on the



heavy landings, revealriver bed.



# Syndicate Wars



It's tough on the streets in **Syndicate Wars, Bullfrog's** top action strategy game, but it'll be even tougher without help. In the first instalment of our **two-part guide** we've got the **first five missions** for each side, as well as the weapons you'll find and some **battle tips**. So it's time to draw your minigun, gather your agents and paint the town (blood) red.

# GENERAL TIPS AND STRATEGIES

First off, make sure you read the mission briefing carefully. This will allow you to be prepared for the battle ahead and select the right equipment. It's incredibly irritating having to persuade someone and then discovering you haven't got a persuadertron, or spending a packet on weaponry which isn't needed when you could have spent the money on enhancing your agents. So when you read the text, try to decide which weapons you need to take. Assassination missions may require the use of a long range rifle. Missions where you have to storm an enemy base should tell you a launcher or a flamer would be an asset. Equipping your agents is all well and good, but they will be defenceless without good body armour. Always buy your agents the best mods so they can survive longer. Chest mods are the most important since they protect an agent from enemy

fire, but leg enhancements are also an advantage to allow the agent to run much faster.

Be careful with your money and don't spend it on weapons you won't need. Not all your agents will require a persuadertron as they can be expensive. Try and pick up as many weapons as you can find on a level and sell them when you finish. If you pick up expensive items then you can get a good profit from them. Also, remember to rob the banks on the levels. The banks are the large buildings with dollar sign banners hanging from the front. If you destroy these buildings, then you may find money scattered around the blast area. It's a good idea to use explosive mines on these buildings so that you can run away from the exploding building in time. To guarantee the destruction of the bank, lay the mine inside the building. Use one agent for the job to minimise casualties.







# THE PERSUADERS



# KEEP 'EM PEELED

When persuading a target, or killing a lone character, look at the surroundings to see if you can spot any possible ambushes. Lots of people you have to persuade will have guards hidden on the landscape who reveal themselves once you have control over that person. Also, you could try persuading with one agent and leave them at a safe spot on the map. Then clean up the rest of the level with your remaining agents and leave a path to take the newly-persuaded person through...

# ONE OF US...

Persuading an enemy Syndicate agent is another matter. Sometimes, you'll have to persuade a number of civilians before more important characters.

#### CIVILIANS

To persuade any of the civilians – men or women –in the game you don't need to have people already persuaded. They are worth just one point on the persuaded count.

#### UNGUIDED

The Unguided punks require you to have ten persuaded points before they can be taken. They give you two persuaded points.



# COPS

The Police are a separate entity to the Syndicates and require six persuaded points to gain control. They give you two in return.

# **GOVERNMENT AGENTS**

Government agents are a bit like like sub-agents. They need 15 persuaded points to come over to your side and give you a whole three back.

# **ENEMY AGENTS**

Enemy Agents are very resilient indeed and need you to have 20 persuaded points before they will submit to your side. In return they will give you five useful points.

# ZEALOTS/THE NINE

You cannot persuade the Zealots or a member of The Nine unless you have a persuadertron II, an enhanced persuadertron. They then require twenty persuaded points and give you five points back.

# SPIDER DRONES

You can't persuade the Zealot Spider Drones which may accost you, even with the Persuadertron II. So don't even try.



For ambush tactics, flamers are one of the best weapons. If you have a large group of enemies who may be trouble-some if you attack them with rockets, then send one agent to intercept them. He will catch their attention and lead them past the edge of a building. As the enemies run past the building, your agents, lying in wait with flamers at the ready, can open fire and fry the lot.





# **CAR WARS**

Some vehicles can be very hard and powerful if you're caught unawares and the flying ones can travel anywhere on the landscape. Good weapons to use against ground vehicles are the ion mines. You can be far away when they go off. Lay them on the road and you will be guaranteed to hit the car. The plasma lance is also a good weapon to use against vehicles, when you get it.









# LEVEL GUIDE

These level guides will take you through the entire level step by step. When the guide refers to points of the compass, look at your scanner in the corner of the screen. There is a line on the scanner that always points north. Use this to find your direction.

# **EUROCORP MISSIONS**

# MISSION 1 - LONDON

On this first level, you start off in a Eurocorp compound. There are riots in progress outside so make your way to the entrance of the compound. From your scanner, you should be able to see that there are some unguided citizens gunning down innocent civilians. Head west and you will see the unguided. Just kill them and return to base.

















# MISSION 3 - HONG KONG

You start in the station at the north-western corner of the map. The base you have to reach is on an island and inaccessible to everything except cars. Thankfully there's a car in the car park opposite the station which you can take. Look around the map and you will see enemy agents guarding buildings. You can persuade these with a persuadertron, but you will need to persuade a lot of civilians first, at least twenty. You can find a loads around the level and by the

offices opposite the station. To the south-east of the map is a Zealot church. There is a lot of activity here, so ignore it unless you are sure you can win any battles. Persuade any civilians you need and then steal the car, drive it into the base and either shoot or persuade the guards inside. They may destroy the car if you leave this too long. Get out of the car and persuade the technicians. Leave the compound using the car and make your way back to the station.

# MISSION 2 - DETROIT

Starting in the station at the south east of the map, you need to make your way west. You may encounter some resistance, so destroy any aggressors. Head to the drive-in cinema where there are some unguided waiting in a car. Kill them and steal the car. Drive out of the cinema and then directly east into the base. There are some guards patrolling the area so leave your car near the entrance. Walk east and kill the guards. At the top of the base you will find some Zealots. Shoot them, but be careful of their bodies, there may be some KO Gas around. Check all around the base and then make your way outside again. Your scanner will be informing you of other targets to eliminate. Follow these



evacuation point.

and take them out. Then return to the





# MISSION 4 - MATOCHKIN SHAR

You start at the station at the western end of the map. The scientists you need to persuade are in two compounds to the north and south of the station. First find an empty vehicle. These are in the elevated car park in the centre of the map. To get to the car park, you must walk up to the east of the map and turn south. Then you have to follow the road and turn west again up to the raised car park. There will be punks in the car park firing at the cars so kill them all. Watch out for any roving police vehicles. Once you have a car, take it to the larger of the two com-

pounds, the one to the north of the map. Take the car in and fire at the enemy agents guarding it. Kill them quickly before your car is destroyed. The scientists

can be seen on your scanner, so make your way to them and persuade them. To the eastern end of the compound are two hover cars you can use to persuade the remaining scientists in the other base and kill any resistance. Make your way to the evacuation point to complete the mission. On this level, there is a Zealot base on the north-western side of the river. If you search this base, you will a hard skin mod for your agents to use.





# MISSION 5 - SINGAPORE

You are ordered to raid the bank of a breakaway syndicate. You start in the station at the south-east of the floating island. The bank, to the north of your starting point is heavily guarded and the moment you try to raid the site the syndicate will move the trucks and you will fail. If you destroy the trucks, you will also fail the mission so the only way to steal the bullion is to take out all the guards. To do this, you will need long range rifles, miniguns, the flamer and possibly razor wire. The first method is to lay the razor wire over the road, avoiding the passing cars and then attract the atten-

tion of the guards by killing one with a long range rifle. Then run away and lead them into the razor wire. While they are stuck trying to get through the wire, you can kill them with your miniguns. This can be a long-winded way of doing it so you can always just wade in brandishing flamers. Then you can go on to the site of the bank and take out any stray guards. Watch out for any guards who are running to get into the trucks. Take them out first otherwise you'll fail the level. Once you have done this, steal the trucks and make your way to the rendezvous point to the south west of the map.



# CHURCH OF THE NEW EPOCH MISSIONS

# MISSION 1 - DETROIT

You start off in the station and your target is in the Syndicate base in the east. Go directly west and you will come to an empty police vehicle. Kill any police, get into it, then drive into the base. There will be some Syndicate agents patrolling the perimeter so kill them straight away. Then get out of the car and make your way east to the top of the base. Kill any guards and enter the bunker indicated on your scanner. You will then install the virus. Go back to the police vehicle and drive to the station. Exit the car and go into the station to evacuate.





# MISSION 2 - PHOENIX

Go north where there are a few punks. One has a bomb, so grab it quick when you kill them. Go south and then east to where the hostages are. Kill the unguided, then get to the base. There's a bank to the east of the base. This will explode, so there will be loads of cash to pick up.













# MISSION 3 - SANTIAGO

Your mission is to persuade a Syndicate agent to join the Zealot cause. Santiago is a city split into two halves: The island in the middle and the rest of the city surrounding it. To reach the central island, you will need to find a flying vehicle somewhere around the perimeter. You start in the Zealot compound on the south-east edge of the map. You will need to persuade at least twenty civilians before you can persuade your target, so run around and get as many as possible, and kill any resistance. Once you have twenty or so people, find the flying vehicle and go to the central island. If you have time, you can arm up your persuaded followers first by taking them to the northern side of the map to pick up all the weapons scattered about there. Then, find your target using your scanners. The area will be very heavily guarded so keep a look out. When you persuade the syndicate agent, there is a flying vehicle to the east of the island which you can get in to escape to the evacuation area.

# Small tips

# SPIDER

# **ULTIMATE PASSWORD**

Enter this password to access all levels.

Y7KB3 YIWI 6QF3Q S7QCI

# ALIEN TRILOGY CHEAT MENU

On the options screen, enter this code:

"1GOTP1NK8C1DBOOT-SON": (I got pink acid boots on).

Go back to the main menu, and select CHEATS. Then you can select levels, weapons and even health.

# **CRUSADER: NO REMORSE**

# LEVEL PASSWORDS

Level 2: FWQP Level 3: PLRQ Level 4: SZNF Level 5: TD5S

Level 6: J1BT Level 7: K2CV Level 8: N3DW Level 9: 4FX

Level 10: X5GZ Level 11: C6HO Level 12: D7J1 Level 13: F8K2

Level 14: FGL3 Level 15: JFM4

# INDEPENDENCE DAY LEVEL PASSWORDS

DBJHJ - Washington GBDHP - New York NBDHG - Paris LBDG6 - Moscow RBDHY - Tokyo

# SOUL FOGE CHANGE THE COLOUR OF SOPHI-TIA'S PANTS!

Strange but true! When playing as Sophitia, hold down A,B, K or any combination of them while the next level is loading up in order to change the colour of her knickers on the new stage. It doesn't work for Sophitia! or Sophitia!! though.

# CHOOSE THE WINNING POSE

By holding either A,B,K or Guard when a match has been won, you'll activate a particular winning pose for your character.

# CONTROL THE REPLAY CAMERA

During the replay, the camera viewpoint can be controlled with the D-pad, while pressing A and B will zoom in and out.

## **NEW TAKI MOVE!**

Unbelievably, we've found another move for Taki! To perform her Spinning Axe Kick, just turn her back to the opponent and press B+K.



# MISSION 4 - JOHANNESBURG

From the north-west corner, steal the yellow car and go to the north-eastern vaults. Kill the guards then drive off. A convoy shows. Drive back and kill everyone. Bag the agent who leaves the armoured car, get the gold, then escape.





# MISSION 5 - HONG KONG

Take two high explosives. Start in the station in the northwest. Go east, then south to the church bridge. Leave an agent to drop an explosive halfway. Destroy the bridge next to it and kill everyone. Go south and kill the foe with rifles and miniguns. Kill everything that comes your way.





# WEAPONS

There's an arsenal of weapons available, but unless they're used properly you'll be a smear on the pavement. Here's a guide to the weapons in the first five missions.



# UZI

The standard weapon for Syndicate agents, this is an inexpensive, yet crap gun which should be discarded in favour of the minigun.



# MINIGUN

This is more like it. Powerful, and compared to other weapons, quite cheap, this is the best all-round weapon for the early missions.



HIGH EXPLOSIVE With a large burst radius and loads of power this is basic but effective. Place in the mission zone and withdraw your agents to safety.



# PERSUADERTRON

It's obvious what this does, but it has uses other than simply allowing agents to kidnap people. A zombie army can be created to create a human shield.



# KNOCKOUT GAS

This hand grenade contains an asphyxiating nerve agent. The detonation cloud knocks out everybody in the area so use to escape from (or kill) your enemies.



# DISRUPTER

This device has the effect of un-persuading people. It would prove most effective against a Persuadertron user, reverting all the persuaded followers to their previous state.



# ION MINE

This mine is proximity triggered, and affects any vehicle or cyborg caught in its field of effect. It's powerful electro-magnetic pulse will disable or destroy cyborgs and vehicles.



# RAZOR WIRE

Its use prevents civilian access to secure areas and presents an obstacle for cybernetics. It can be lethal or slows down enough for killing the enemy as they try to escape the wire.



# PSYCHO GAS

Anyone caught in its gas cloud becomes psychotic. This involves armed targets going crazy and shooting anything within range, so once you've dropped one of these, get far far away.



# FLAMER

Flaming an enemy immediately causes damage.Firing a weapon at the enemy, you have to drain his shields before he dies and, during that time, he can be firing at you.



# LONG RANGE RIFLE

This kills most enemies with a single shot, but almost useless in close quarters. Best used for picking off at a distance before moving in and finishing the job with short-range weapons.





# Stress out?

What the hell is going on?

You bought your PlayStation as a means of escaping the humdrum of everyday life,

Instead it can bring nothing but hassle. Your girlfriend thinks you're sad because you play on it all the time, and all your mates are bragging because they've bought Nintendo 64s.

Well sod 'em. The PlayStation is the pinnacle of gaming and here's just a few ways to RELIEVE THE STRESS brought on by nagging non-believers.

# Shed loads o' software

You want games? The PlayStation's got

flippin' stacks of 'em! There are 250 monster games to wade through, from hard-asnails blasters to funky hiphop romps and pukey platformers like Crash Bandicoot. Compared to rival consoles the PlayStation is literally drowning in games while the others are barely paddling in product. Ha!

# Cheapo Price

For under 130 notes you get a fantastic arcade-quality games machine. Sony's chunk of grey isn't as expensive as the Nintendo 64 or Sega's Saturn pack and represents much better value. For less cash you get a topnotch console that's leading the way in the next generation market. What more do you want?

# The Sony Music Connection

**Because Sony Computer** Entertainment is the sister company of Sony Music, many PlayStation games sport wicked dance tunes. Phat phunksters The Chemical Brothers and Prodigy have both contributed to games, while techno kings Apollo 440 are providing tracks for forthcoming titles.



# It's Cool Nintendo 64s

are not cool Neither are Saturns.

PlayStations, however, are cooler than Mr Freeze. And that's cold! The PlayStation has made video gaming cool, something no other machine has managed to achieve. The machine is a status symbol, an icon of credibility, and owning one will instantly boost your popularity. Chicks love it too.

# The Club Scene

The PlayStation is so hip even the clubs have picked up on it. Club capital Ministry of Sound kickstarted the trend with its PlayStation room, now big names in dance culture have followed suit. Check the latest games in Cream or the Hacienda - it's a damnsight cheaper than poncey bottled beers or £2-a-bottle mineral water, and it's the perfect opportunity to impress the girls with Heihachi's 10-hit super combo.

## Squaresoft

These champion coders defected from Nintendo to produce the best role-playing game in the world... ever!

The Japanese genius hasn't just got Final Fantasy VII to flaunt either, its software selection is overflowing with monster Role Playing Games and blinding

fighting games like Tobal 2 and Bushido Blade.

# Parappa the Rapper

He's the hip-hop hero, the man with the master plan. Sony's lyrical master is the coolest kid on the block, stringing together rhymes in a rapping romp that's in a class of its own. And get this, you won't find this homeboy hanging out anywhere else.



#### Namco

These boys are as loyal as man's best friend and have

remained faithful to the PlayStation since the dawn of next generation gaming. They're slick too, churning out one classic moment in video gaming history after another. First there was Ridge Racer, then Tekken and now Time Crisis. Don't be shy, sing along to show your appreciation: "We love

Resident Evil

Bud

**Budweise** 

you Namco, we do...'

Capcom's horror story is exclusive to PlayStation at the moment. By the time the Saturn and

Nintendo 64 is blessed with Resident Evil, we'll be feasting on rotting flesh in the super-sequel.

It's a Sony

Sony is synonymous with quality. You buy a Sony, you know you get good

value for money. The PlayStation is no exception and like other Walkmans, TVs or video, it offers cutting edge technology at an



# The **PlayStation** has made video gaming cool, something no other machine has managed to achieve.















Chill out with the thought that this'll get them Nintendo 64 owners really iealous.



CIGARETTE LOGO This is the PlayStation Plus equivalent of a handjob – guaranteed to ease those gaming gripes.



Still stressed out? Try these other methods of relieving post-PlayStation tension: 1. Get lagered up. 2. Bliss out with aromatherapy 3. Stick on tape of womb music. 4. Get a relaxing back massage 5. Have a quick one off the wrist.

Historically **video game consoles** have been nasty black lumps of tacky plastic. The Sony PlayStation isn't. It's cool grey, it's super-compact and its trendy angular design is more art deco than console tastelessness.

affordable price. Customer support is pretty good too, so if anything does go wrong, there's always someone on hand to help.



# Tomb Raider

There's another chance to ogle at binary babe

Lara Croft in her see-through vest and tiny shorts in the PlayStation-led *Tomb Raider* 2. Saturn owners won't get so much as a sniff of Lara's, er... assets, and so won't be able to sample the delights of her costume changes during the game. A skin-tight wetsuit will feature and the inclusion of leather bondage gear has yet to be ruled out.

## G-Con 45

Namco's meaty lightgun comes straight from the arcades and into the home. It doesn't have the recoil of the real thing but this baby sure is accurate – it doublescans the screen, allowing the homicidal player to pick off perps at

## Nifty adverts

a 100 yards

Even the PlayStation's adverts are cool. Check the *Tekken 2* and *Crash Bandicoot* magazine ads – they may be weird but heck, they're smart. The television advertisements are even better, especially now geekish Dwight P Dibley has done a disappearing act.

Link-up option

We've all seen games with split-screen options but how many next generation consoles support link-up play? One, namely the PlayStation! Get a cable sorted, stick a couple of machines together and blow the crap out of each other in Deathmatch Doom, or line up against your mates for the ultimate adrenalin rush in WipEout 2097 - there's nothing better.

Post-pub Gaming

This is a sure-fire recipe for much laughs. Get rat-arsed at your local, drag a handful of mates back to your gaff and stick Tekken 2 in the PlayStation. Roll around on floor for two hours while trying to pull off Law's Flaming Kick, then dash to the bog and throw up. Make sure the cupboards are stocked up with crisps and nibbles beforehand, and take extra care by covering the PlayStation in cling film carrot chunks are not good for your machine.

# Developer support

No other machine can boast the support given to the PlayStation by its developers. This baby isn't just backed by Sony itself, there are over a 100 teams from around the world working on games for the PlayStation.



Like the humble 8bit home computers before it, Net

Yaroze promotes home programming with its commercially available develop-

ment kit. With the trendy black PlayStation in your grubby mitts, coding the next Resident Evil isn't that ridiculous after all. Programming skills must be great though, with a pretty hefty bank balance to match, otherwise it's a no go, daddy-o.

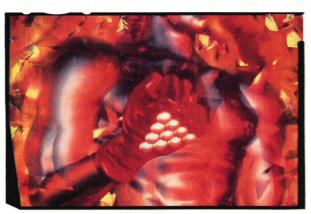
PlayStation Pad

Forget
other
tacky
plastic
pads of
joy, Sony's
official controller still ranks
p there with the

up there with the best of 'em. Whether you're kicking the shit out of some poor sap or flooring a superfast sportster, this beast is perfect for it all. Keep an eye for the forthcoming analogue pad too – it's a doozy.















## Station Stunna

Historically consoles have been nasty black lumps of plastic. The PlayStation isn't. It's grey, it's compact and its angular design is more akin to art deco than console tastelessness. It doubles as a rather attractive mantelpiece ornament as well as a chic games machine, then.

also leads to good things for you, the gamer. The growth of the machine means more companies are investing in the PlayStation, so the number of games available will steadily increase. Because there are so many PlayStation owners video gaming is becoming more sociable, with Sony leading the attack to wipe out anorak gamers. Now surely that's a good thing?



# Disaster

Who needs cartridges when you've got CDs? CDs are a helluva lot cheaper, they can store more data and the boxes fit neatly alongside your music collection. The PlayStation's discs are black too, which makes them even more cool...

# **Light sourcing**

Take a look at any PlayStation game and you'll see some pretty cool effects used for explosions, lighting rooms or giving the illusion of transparent water. This is all thanks to the PlayStation's smart light sourcing. It makes all the difference on games like Doom, Tomb Raider and even Die Hard Trilogy, but is used particularly well in WipEout 2097 - the Saturn version looks naff in comparison!

# Variety of software

We all know there's stacks of games available for the PlayStation, but there is a huge variety too. Anyone will be able to find a game suited to their tastes, whether its the oddball ambience of

Aquanaut's Holiday or the straightforward brawling in Street Fighter Alpha,

Sony's machine has more choice than a box of Quality Street.

One Million units sold A UK user base in excess of

one million doesn't just mean a slap on the back for Sony, it

**PlayStation** clothing

PlayStation isn't just a games machine, it's a way of life. Sony is extending its brand not just with new games but also a range of clothing that's due in the shops soon.

Merchandise will include tshirts, sweatshirts, jogging bottoms and combat trousers, as well as snowboards and the already popular record bags. Get 'em checked out.

## **Original Games**

The PlayStation isn't just a platform for arcade conversions. It's first with the best games like WipEout 2097, Resident Evil and Doom, and boasts games that will never appear on other games machines. Take Rage Racer for example, or Final Fantasy VII, or Parappa the Rapper... need we say more?

# It's a sexual thang

Video gaming can be sexual because PlayStation is appealing to chicks. It's perfect for breaking the ice in awkward situations on a first date (providing you bring her back to your place, obviously) and there's nothing quite like a game of post-coital Puzzle Fighter.

# Packing peripherals

The PlayStation has got more support than a WonderBra, backed not only by

loads of games but also by tons of peripherals. Take your pick from Joypads, arcade sticks, a mouse, multitaps, analogue

sticks, extension leads, lightguns, memory cards, steering wheels, AV cables, disc wipes... the list just goes on and on.



Video gaming is becoming more sociable, with Sony leading the attack to wipe out anorak gamers.













Boyzone, Blur and Wu-Tang Clan all use the Sony PlayStation as means of escaping from the humdrum of everyday life. Strange. most rock stars prefer class-A drugs

and groupies.

# Saturn owners won't get so much as a sniff of Lara Croft's assets.

# PlayStation: The Ride

PlayStation excitement isn't limited to your home or some backroom in a club. Sony's empire has stretched to Blackpool, where the new PlayStation ride has opened. Aptly called PlayStation: The Ride, hapless victims are strapped inside chairs before being catapulted 200 feet in the air at 80 mph, reaching a G-force of 4.5! Blimey!

#### **Ruud Gullit**

Countless celebrities are fully paid-up members of the PlayStation posse, with Ruud Gullit one of the latest additions. The dreadlocked cool geeza dabbles with his PlayStation in between managing FA Cup

winners Chelsea, joining **David James** and Paul Ince as top soccer star gamers.

# **Platinum** games

PlayStation games are slow-

ly falling in price, while the cost of games on other platforms steadily increases, culminating in the monstrous £70 price tag for Turok on the Nintendo 64. Sony's own games now sell for the cheapo price of £35, while the ever-growing Platinum range retails for less than twenty notes.

# It's a CD player

Because the PlayStation has to audio-out sockets it doubles as a proper CD player. Just hook it up to your stereo, stick in a music CD and whack up the volume. Connecting up to a stereo boosts the audio experience for games too. Play Resident Evil in the dark with the volume turned up and

# Slick 3D

teed!

you'll fill your

pants, guaran-

If it's smart 3D you're after, the PlayStation is the place to look. Sony's hunk 'o grey can shift 3D objects at terrific speed, making the perfect platform for driving games,

polygon beat 'em ups, 3D platform romps... anything in the next generation catalogue really.

# **Bargain Bundles**

For £129 you can get a PlayStation, a joypad and the necessary leads to connect to your television. For a bit more you can also land yourself different games by getting one of the countless value bundles offered by high street stores. Check 'em out for attractive offers, or wait for the sales to get some really tasty deals.

# **Retro Gaming**

ナムコミュージアム

The PlayStation is the pinnacle of video gaming, but is

> also geared toward the veteran gamer. Classic moments in software history are squeezed into classics compilations like the Namco Museum packs, while Williams

and Atari games have both been given the retro treatment in the past few months.

#### Doom

Ever seen Doom on the Saturn? It's a bleedin' atrocity!

PlayStation Doom is altogether a much better game, boasting levels from both the original Doom, Doom II and Ultimate Doom. It's even got PlayStation unique stages, plus the super-smart Deathmatch mode which you won't find on any other next generation console.

# Wu-Tang Clan

Wu-Tang Clan have just jumped on the PlayStation bandwagon. Rap's hottest act namechecked the Sony machine on its latest - and

classic - album, Wu-Tang Forever, referring to 'playing the PlayStation in the playpen'. Or something. Another thumbs up from the celebs then.







# Countless celebs are paid-up members of the PlayStation posse. Ruud Gullit and David James are both gamers















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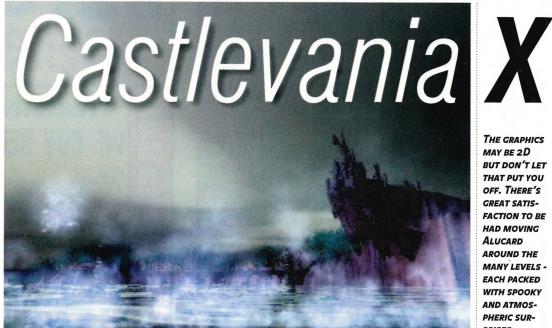


hile most gaming genres seem to be very well represented

on the PlayStation (driving and fighting games in particular), platform titles have been rare - and great ones even rarer. Last year we had Pandemonium and Crash Bandicoot. but these relied heavily on their 3D graphics in order to get the punters in.

On the 2D scene though, no one has really made a mark. Now, with Castlevania X, Konami is here to prove not only can an incredible platform game be done on the PlayStation, but that it doesn't need polygons to make it an impressive one. Even though it's the first episode in the Castlevania series to appear on a 32-bit machine, it follows the plot of the previous games. These are based around the Belmonts, a family of heroes who have spent generations fighting the evil of Dracula.

> Release: Out Now Company: KONAMI Price: IMPORT Players: 1 Genre: PLATFORM





Beginning at the final stage of the last game, the player must first control Richter Belmont to defeat Dracula. Several years later though,

Richter goes missing just as Castlevania, Dracula's castle.

reappears. The presence of this old evil awakens Dracula's son Alucard, a good vampire (assuming there are such things) who in the absence of a

Belmont, must go after his father himself...



HAVE

So, the, it's off to Castle Dracula to have it out with



dad and make the old boy wish he'd stayed in his coffin.

Alucard starts the game by entering the castle armed with his trusty sword and wearing his best armour. Unfortunately, he's soon stripped of his possessions by the grim reaper himself, Death (making a cameo appearance). Now Alucard has not only to get through the castle and defeat Dracula, but he must also find

the weapons in order to do it. And this is the real beauty of the game, because the castle is absolutely gigantic, and filled with more items than any other platform game



ever. Hell, there are adventure games which don't have as much stuff to pick up. There are over 100 objects to find including weapons, armour, magical arti-

facts, clothes and even jewellery - all of which can be used or worn by our hero. Once picked up, secondary weapons are powered by the hearts Alucard finds when he destroys candle flames and monsters.

But it's the thirty magical items which are the most important, because picking these up gives Alucard special powers allowing him to explore the castle. For





**FORTUNATELY** FOR HIM. ALUCARD HAS A FEW TRICKS OF HIS OWN UP HIS SLEEVE. HE HAS TO FIND THEM FIRST. MIND YOU. BUT WHEN HE DOES THEY CAN BE **VERY EFFEC-**TIVE AGAINST THE FOE.

THE GRAPHICS MAY BE 2D BUT DON'T LET THAT PUT YOU OFF. THERE'S GREAT SATIS-FACTION TO BE HAD MOVING ALUCARD AROUND THE MANY LEVELS -EACH PACKED WITH SPOOKY AND ATMOS-PHERIC SUR-PRISES.





HAVE YOU WORKED OUT YET THAT DRACULA NAMED HIS SON BY GIVING HIM HIS OWN NAME BACK-WARDS? FORTUNATELY FOR ALUCARD HIS DAD WAS-N'T CALLED REKNAW.

# FEEL THE POWER OF MY MAGIC POCKET WATCH

As anyone familiar with the Castlevania series can tell you, the secondary weapons are among the most useful in the game. Castlevania X continues that tradition by offering some incredible armaments for our anaemic hero. Only one secondary weapon can be held at any time, so care must be taken when choosing which one to use, and all have their good and bad points. But all of them use up Alucard's supply of hearts, and so more must be found hidden in the candles and flames throughout the castle.





# KNIFE

Fast they may be, but these daggers don't do huge amounts of damage. On the plus side though, they can destroy some of the enemies' missile weapons.

# AXE

Continuing the Ghosts and Goblins theme, Alucard's axe is a slower but more powerful weapon which travels in an arc when thrown at the baddies.



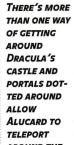


## RICOCHET JEWEL

One of the most useful secondary weapons, this allows Alucard to fire off bouncing beams of light. In an enclosed area, this can decimate all enemies in seconds.

## **POCKET WATCH**

Using this makes Enemies slow down or stop, giving Alucard plenty of time to escape. Or to hit the hell out of the defenceless suckers (heh heh).



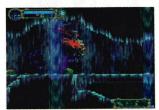


go away either, because once Alucard re-enters the room the monsters will be there once more. This doesn't get as irritating as you might think, since if they remained dead the castle would get very empty and very dull. Anyway, killing tons of monsters is good for the vampire as he receives points allowing him to advance in experience and become more powerful. And powerful he'll have to be

because while monsters start out as skeletons and zombies who are pitifully easy to beat, once the big boys come out things get very hard indeed. Huge knights with fire swords, flying heads which can cover Alucard in stone (which can only be escaped by rapidly hitting the Dpad) and minotaurs with dragon punches for starters. And then there's some of the strangest bosses you'll ever







AROUND 100 THINGS TO PICK UP, ABOUT 130 TYPES OF MONSTERS TO KILL AND A MASSIVE CAS-TLE TO EXPLORE . BETTER KEEP NIGHTS FREE FOR A WHILE.

THERE'S







AROUND THE GAME AT WILL.

OF

85

















in Dy ly long.

Opinion This game is so addictive it could lead to starvation!

Castlevania X is so hard to pull yourself away from that the joypad might as well be superglued to your hand! 2D games never get much of a look in on the PlayStation, but Konami has managed to use it to its advantage by making a gigantic game with tons of rooms, monsters and items making Castlevania X a incredibly huge game to play. And one which is immensely playable to boot. Exploring the castle is hugely engrossing fun, and combined with the constant fighting it means getting bored is not an option. Disregard what the game looks like and give Castlevania X a try, it's one of the best (if not the best) platformers on the PlayStation and should be picked up right now.

see: Living swords which rotate floating blades; a many headed beast who lives in the caves underneath the castle, and even an evil double of Alucard himself.

As if that wasn't bad enough, the castle doesn't make things any easier. It's so large that without the handy map charting which locations have been visited you'd get lost in no time. Filled with difficult to reach platforms, collapsing floors, lifts, staircases, and even rivers

and a waterfall,
exploring the castle
will take a very
long time.
Fortunately
games can be
saved in any of
the many rooms
dotted around the
castle. Visiting
them replenishes
Alucard's health, mak-

ing up for the fact that extra health is almost impossible to find. Healing potions can be purchased from a merchant who lives in the castle, and to save having to traipse





all the way up to his shop all the time there are portals which, once found, allow Alucard to teleport around the castle and save on journey times. This means there's more time to explore new areas than revisiting old ones, and keeps the game fast moving and fun. And the depth is further increased once the castle has been completed but you'll have to

MAXIMUM DEPTH
The upshot of all this is that
Castlevania X is one of the
largest and most fantastic
games yet seen on the

find that out yourself.



PlayStation. The graphics might only be 2D, but they do the job and do it well, and the music is some of the best in any PlayStation game yet,

with the CD used to its full potential to provide a great monster-bashing soundtrack. Huge longevity is never in doubt since this is a deep and enjoyable title that will keep gamers happy for weeks and weeks.

Secrets are around every corner, and with its mix of action and RPG elements, it shows great platform games can be made on the PlayStation, it just takes the right people to do them.









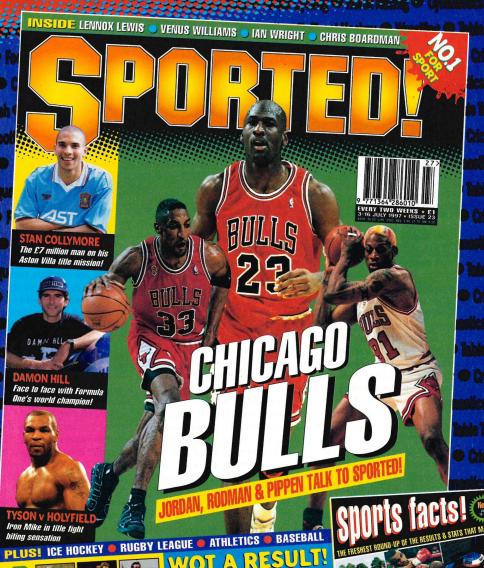
Animation: 85 Sound FX: 80

Music : 94 Lastability : 93 Playability : 90



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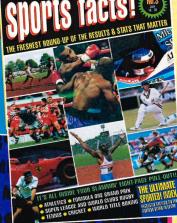
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INFROGRAMES TAKES A NEW APPROACH TO THE RACING GENRE. V-RALLY TENDS то соме DOWN ON THE SIMULATION SIDE OF GAM-



p until recently the Frenchproduced V-Rally looked as if it might be a wasted opportunity. An excellent graphics engine - based on third generation programming techniques - and courses galore were combined with a car only professional rally drivers could keep under control. However, the game has since been fine-tuned over and over again and has apparently impressed the hell out of Sony. If the mix is now right the PlayStation might at last have an answer to Sega Rally. Let's see, shall we.

Choices, Choices

Based around the World Rally Championships, V-Rally gives players the chance to try out 11 cars modelled on specifications and data from all the

real teams. Two modes of play take in tracks throughout Indonesia, England, Spain, the French Alps and Corsica, Africa, New Zealand and Sweden. Licensing peculiarities mean courses are not exact replicas of the originals, but they do stick to the feel of each stage. Some of the races take place on country roads, others cut directly through the roughest hewn jungles, forests and deserts. Additionally, competition takes place at various times of day or night, and weather conditions such as fog, rain and snow can make driving an absolute nightmare.

Getting into this game is a slow process, especially if you're familiar with arcadestyle driving games that tend to be rather more forgiving. Here, keeping to a racing line is essential because contact

with anything off the track, such as rocks or banks, sends the vehicle into time-wasting spins or flips. Verges, on the other hand, are less dangerous and clipping these doesn't have to be fatal, providing the accelerator is eased off at the right moment. In this way it's possible to cut into corners, brush through foliage obscuring the view and come out the other side on a perfect line. Tremendously satisfying.

Nevertheless, even keeping strictly to firm ground sometimes causes problems. Tracks tend to be very uneven and hitting the wrong lump sets the vehicle into a chain of events that quickly get out of hand. Caution is the key to success in general. Constant dabbing the accelerator, steering and braking is the only way to take the

lead (unless other drivers crash out on the first corner), but finding the right way to handle the controls takes time. It's easy to jerk the steering left and right too quickly and end up with the back end of your car sliding out of control.

A TEST OF SKILLS All this careful driving malarkey may make V-Rally sound like an overly fussy game offering limited playability, but nothing could be further from the truth. Just because driving games have tended to be handled in certain ways in the past, this doesn't mean there's just one right way to approach the genre. Programmer Infogrames has come up with a game needing effort and skill to get any kind of results and is quick to punish lapses



Release: Out Now Company: OCEAN Price: £44.99 Players: 1-4

Genre: RACING







# TAKE YOUR PICK

Vehicle handling depends a great deal on whether a two or four-wheel drive machine is selected. Front-wheel-drive



cars are much more stable as the engine naturally drags the vehicle around corners. Four-wheel-drive cars tend to skip all over the place but have massive power output and, with plenty of practice, power slides are more controllable.





















in concentration. Because getting the feel of the car is so demanding, pulling off power slides, controlling skids and just making it around one lap without a crash is very rewarding.

V-Rally is the first game to write raw code directly to the chip set. And if you don't know what that means, well, it means graphics are fast and outrageously smooth. True, there's a little pop-up, but it hardly detracts from the playability of the game. Considering the slant towards realism the graphics remain good looking, and while backgrounds may seem a bit uninspired in comparison to Rage Racer they still manage to capture the feel of each setting. Steeper climbs and drops would have been a good idea, but perhaps the true courses are like this.

One of the most disappointing aspects of any racing game tends to be the limited number of tracks. No matter how polished a product is, when there are only three or four courses to choose from, longevity will inevitably be limited. V-Rally, however, boasts something like 40 separate stages as well as hidden cars and a superb two-player mode. Add all these features together and you have the best driving game available for the PlayStation.













Opinion Hyper-sensitive controls, unforgiving car dynamics and courses from hell make *V-Rally* a real pig to get into. Patience and perseverance do reap big rewards however, as you discover a style of driving both hectic and amazingly satisfying. Packed with cars, tracks, modes and options, this game manages to fit neatly into the gap between arcade and simulation. Truly seat of the pants racing - run out and get it now. JM

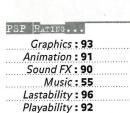




























IT'S TIME TO

SAVE THE

AGAIN. THERE'S

MULTI-

COLOURED

WORLD YET

SQUILLIONS OF

ALIENS TO KILL

AND LOTS OF

AREAS TO KILL

YOU'RE UP TO

THEM IN.

RECKON



Ray Storm won't be picking up any trophies in the Vertical Scrolling Shoot 'em Up Innovation Awards. It knows the script and it knows it well, right from the storyline onwards. The hook the carnage is hung upon is the



Release: TBA Company: TAITO Price: TBA Players: 1-2

Genre: SHOOT 'EM UP





usual guff about saving the earth with our fair planet under threat from rebellious space colonies planning on blowing it to bits. But wouldn't you just know it, earth has developed a special craft, the R-GRAY, which is launched in a 'last desperate mission'™ to defeat the colonies -Operation Ray Storm. R-GRAY, we're told, is actually made up of bits from 13 other spacecraft which is ironic really, since the game is made up of bits from every scrolling shoot 'em up ever made. Yes, here you'll find a lone craft travelling through ever-more dangerous areas, collecting power-ups to

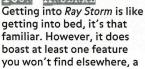


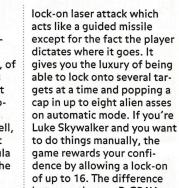


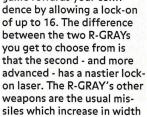


increase firepower. You'll find thousands of pesky minor aliens, loads of minibosses sprinkled liberally throughout each level and, of course, the final level boss which is ever more difficult to destroy as the game progresses. You'll even find a truly awful soundtrack. Well, if it ain't broke, don't fix it and this was never a formula in need of much fixing in the first place.

















# LASERS LOCKED? FIRE!

Since aliens attack from a variety of different levels your missiles will not be enough to save the planet. So using the lock-on laser needs to be learnt. You can use it in one of two ways. Either keep blasting or be more scientific by manoeuvring the sight, locking on to as many enemies as possible and experiencing the deep satisfaction of a multiple kill.













GRAPHICS ARE GORGEOUS, ESPECIALLY IN THE SEASCAPE SCENES. EXPLOSIONS ARE PRETTY TASTY TOO.







and ferocity as power-ups are collected, as well as a Special Attack which is like a Smart Bomb except destruction isn't quaranteed - just kind of, er, helped.

ACTION APLENTY

Ray Storm takes pity on its players and eases them gently into the carnage with just a few ploppy aliens to use as target practice. The first level - set somewhere called Albion D.U - is a top-down cityscape view which is fairly basic stuff but toughens up toward the end with a real mean git of a boss. It gives way to Old Gaul City. No sign of Asterix, but plenty of trippy wavey effects with submerged enemies and even dolphin-style aliens leaping from the waters and begging to be shot. By now things are becoming fairly busy and like

26510

most of these kind of games when things get hectic it gets a tad difficult to make out exactly what's happening. After all, take yer alien craft, their lasers; your craft, your lasers (at full strength), the various scenery, shrapnel, power-ups and probably even the odd packed lunch here and there and you've got a screen that's fuller than a really full thing.

And here's the crunch. Because while all the onscreen activity means Ray Storm is action-packed it also has a double-edged knock-on effect: Firstly, with so many bits and pieces around at the same time the game can slow down. In fairness it doesn't happen often - and it's usually a blessed relief from the constant onslaught - but when it does it's like trying to steer your spaceship



through treacle. Secondly, it gets very difficult to see exactly what's going on. Nevertheless, these are minor quibbles since overall the gameplay is fast, frantic and generally superb and after all, what's a little slowdown when the game looks this good?





The number of levels coupled with the fact that, though easy at first, they soon get really nasty, means there's

gameplay by the skipload here, and you won't be discarding it after one session. A limited amount of continues ensures maximum frustration but it also means the game can't be completed in one sitting, so it's lots of late mode has been mastered





It's Decision TIME. FANCY THE RED R-GRAY OR THE PURPLE ONE? EACH HAS ITS OWN CHARAC-TERISTICS, SO PICK WISELY.

nights for you shoot 'em up fans. And, once the Arcade there's an extra mode which is basically the same but includes maps and is just that bit more demanding. As you can see, there's a lot here to occupy your time.



Opinion Ray Storm is just what we needed for the grey marvel: A vertical scrolling shoot 'em up in the traditional mould given a glossy PlayStation sheen. Tough and demanding without being off-putting, it's bound to appeal to hardcore fans and newcomers alike by mixing fast furious action with great graphics and highly addictive gameplay. OK, it's not new or original, but if it's solid arcade blasting carnage you crave, get it bought. AH



PSP RATING...

Graphics: 84 Animation: 82 Sound FX:83

Music : 35 Lastability: 86 Playability: 89





BARON VON
BLUBBA IS
ENCAPSULATED
IN A HUGE
BUBBLE AT THE
END OF THE
FIRST STAGE.
ALL THAT
REMAINS IS TO
POP THE BUBBLE AND COLLECT THE HUGE
GEM AS A
REWARD.

ubble Bobble 2 is the video game equivalent of a teenage girl's bedroom: everything is pastel-coloured and pretty. Gone are the black backdrops of the first Bubble Bobble, and the simply sketched sprites have also been replaced in favour of characters out of a My Little Pony comic. Yep, after Acclaim's Bubble Bobble compilation, Virgin has dragged Taito's arcade classic into the 90s.

Bub and Bob are two of the most endearing characters in gamedom. Unlike, say, Sonic whose charm has been eroded after a handful of weak games, Taito's *Bubble Bobble* series are synonymous with quality. The first *Bubble Bobble* was an immediately playable platformer, while *Rainbow Islands* was hailed an



DESCRIPTION OF THE PROPERTY OF

Release: JUNE
Company: VIRGIN
Price: £34.99
Players: 1–2
Genre: PLATFORM

instant classic thanks to its superbly devised stages and perfect difficulty level. Even the weakest of the trilogy, Parasol Stars, made comparable platform games look dull. Now, with retro fever in full swing, Virgin is cross-pollinating 'something old' with 'something new', for a game drawing its inspiration from past Bubble Bobble outings, and adding the aforementioned sugar-coated levels.

Bubble Bobble 2 is spread across 120 flick-screen stages lifting ideas from other games in the series and upping the ante in virtually every department. Bub and Bob, the two mainstays of the series, are now joined by Kululun and Cororon, two

female adventurers. In addition to adding sexual equality to the series, the girls are used to add extra skill to the basic bubble-blowing idea. Bub (now renamed Bubblum and familiarly green-skinned) is the allrounder, while Bobblum is armed with fast-powered bubbling skills. Kululun and

Cororon, on the other hand, specialise in high jumps and faster speed respectively. While these individual skills are a notable addition to the game, in practice they make little difference, as the control problems associated with the series are annoyingly present. Bubble Bobble used to have a teeth-grinding foible





# HIGH SCUR 454250 454250







# ARMED AND DANGEROUS

Acting as the final obstacle of each themed world are bizarre bosses. These also tie in with the look of each stage, and range from battleships through to bizarre Geisha girls who turn into statues, and the return of Baron Von Blubba from the first Bubble Bobble! Each boss follows a basic pattern, and located within each boss room are magic bubble potions. These endow the bubbling pair with lightning, whirlwind or water bubbles (among others), and these must be used to kill the bosses as they career around the screen. The state of the boss is determined by an energy bar at the top of the screen, and once this is whittled away they are finally ensnared in a buble ready for popping - and bonuses galore!







(1-3) THE BOSSES ARE TIED IN WITH THE GRAPHICAL THEME OF EACH STAGE, INCLUDING SPACE INVADERS AND A ROBO-GODZILLA.











where bubbles would be slow in coming as the player pummelled the button while a meanie approached. Incredibly, the problem returned in Rainbow Islands. This video game equivalent of a curse is now found in Bubble Bobble 2. Still, at least Taito are consistent.



The sequel's levels are played within a succession of single-

screen play areas. Within these, platforms are used to create symmetrical designs and words, and upon these the game's many deadly enemies can be found. The flimsy plot details how Bubblum and co have been turned into wait for it - dinosaurs by the latest chief bad guy and his cohorts. As such, the game is spent trying to reach the big boss' lair to break the spell. The basic aim is thus to use the dinos' bubbling skills to capture the said meanies and jump up to pop the bubble, thus killing the trapped creature. But, hey, you probably knew that already.

Where Bubble Bobble 2 scores brownie points is in its use of ideas from past Bub and Bob adventures. As well as the standard bubbles, old favourites including the water and lightning-filled spheres make a return, while fans of the series will recognise a colourful sphere which drops rainbows. In keeping with the 'something old, something new' idea, Taito has also thrown a host of new ideas in, including a mini-tornado bubble.

Opinion Bubble Bobble 2 follows the basic sequel route inch by inch. It has more levels, more bosses, better graphics, more characters, and pinches liberally from past games while adding dozens of new ideas to the mix. In fact, if you got a die-hard Bubble Bobble fan to write a wish list of ideas for inclusion in the next game, Bubble Bobble 2 would fulfil their criteria. Yet, somehow, the sequel has also suffered as a result of the additions. The level designs and new power-ups slot in effortlessly, but the graphics are often confusing and the control method - which is incredibly simple - still has faults associated with the first, ten year-old game! Frankly, Bubble Bobble 2 is stuck between a rock and hard place. It isn't going to convert anyone unfamiliar with the series as it still looks dated and decidedly 16bit, leaving it as the sole salvation for die-hard fans of the series. And how many of those are left?

Bringing a game as simple as Bubble Bobble up to date is difficult, and Bubble Bobble 2 is actually weakened because of its lick of paint. The mixture of platform layouts and the creatures within is well balanced. However, the levels sport themes, and this is where the problems begin. Each stage spans seven or eight levels, and on defeating the boss presiding over them doorways appear offering a choice of routes. The worlds on offer are based on sunny days, TVs, Taito games, and vegetables - and the backdrops, baddies and bonuses

all reflect this. Sadly, with the pastel colours used for both the backdrops and sprites, when the screen gets packed with aliens and bubbles of all descriptions, lives are often lost as meanies appear from nowhere! Add this to the aforementioned niggles with delayed sprite reactions and you can hear the sound of hair being pulled out over the screams of frustration.

PSP RATING...

Graphics: 78 Animation: 64 Sound FX: 695

Music : 65 Lastability: 72 Playability: 76







AGENT ARMSTRONG IS YOUR STAN-DARD WHOLE-SOME HERO **OUT TO SAVE** THE KNOWN WORLD AGAINST ALL ODDS.

here have been a couple of attempts to produce Commando-style shoot'em ups on the PlayStation, but considering what the machine is capable of, these have proved quite a disappointment. Lone Soldier from Telstar and Contra:Legacy Of War from Konami were both let-downs in the playability stakes. Now, Agent Armstrong from Virgin is the latest in line to take a shot at the old 'one man and his gun take on the world' scrolling

Release: August Company : **V**IRGIN Price: £TBA Players: 1

Genre: SHOOT 'EM UP

FIENDISH PLANS It's 1930 and the world is under threat from a mysteri-

blast. Pure arcade action.

ous organisation known only as the syndicate. Bearing more than a passing similarity to the Nazis, these fiends are somehow set on world domination. Cue flat-topped central hero Agent Armstrong - the toast of the British Secret Service. God knows how this one man can save the day, but it's guaranteed there will be plenty of casualties along the way.

Those familiar with the genre will know not to expect anything over-complicated from Agent Armstrong: Rush about shooting enemies and mechanised weapons, avoid a constant barrage of projectiles, complete a few basic mission tasks and move on to the next level. At various points in the game action switches to a set area where a large boss confronts the player. Nothing new or startling, but if handled the right way games built on this formula can prove solid fun.



A GOOD

After spending some time grappling with the awkward and unfamiliar control system, Agent Armstrong starts out in quite promising fashion. Graphically most aspects of the game are pleasing enough. Take the sprites for instance. Armstrong himself moves nicely and has been given the quaint charm of a













As we all know a Secret Agent is nothing without a suitcase full of deadly weapons at his disposal. Agent Armstrong can pick up flame throwers, missile launchers, grenades, gas bombs, wireless bombs and a whole bunch more besides. There's also no limit to the number of different special weapons that can be picked up, although ammunition is limited, and these are easily scrolled through using shoulder buttons. It's possible to shoot in four directions, diagonal, upwards and downwards. Getting to grips with each weapon











RUN AROUND AND SHOOT LOTS OF PEO-PLE. NOT MUCH OF A **BRAIN STRAIN BUT THEN** AGENT ARMSTRONG IS STRICTLY ARCADE.















black and white film star. Adversaries are well designed using a unique chunky style giving them a three-dimensional feel. **Explosions and special** effects are meaty and satisfying, especially mota fire which takes up most of a screen and is dazzling. Polygons such as gun emplacements and vehicles are solid enough, although the scenery itself is sometimes a little dull and lifeless. Waterfalls, for instance, consist of static blocks and are a wasted opportunity. Interaction with the environment is not perfect either, with Armstrong failing to



connect properly with uneven surfaces.

Double Fault Overall these slight graphical faults don't detract too much from the game.

Unfortunately there are other problems affecting the way the game plays. It's possible to fire weapons in all directions, including up and down, which is great for accuracy, but leads to a drawback - an inability to shoot while running. This means action stutters along rather than being fluid and travelling at a constant breakneck speed. Because avoiding gunfire and shooting become two separate actions, this also increases the difficulty, which is pretty damn tough in



Opinion Mindless blasting, puzzles a small child could figure out and daft graphics make Agent Armstrong a game not to be taken too seriously. This is strictly an arcade blast and as such it's not bad. Special effects are big, loud and colourful, sprites have a style of all of their own and everything moves at a fair rate. However a few niggles, such as not being able to shoot on the move, the ease at which Agent falls off ledges and loading times let the game down.

becomes very difficult to judge exactly where the character is standing in relation to other objects.

Jumping from ledge to ledge, or simply lining the character up with something like a rope bridge is overly-

complicated and consequently frustrating. Some of the dock levattractive sea effect, but Armstrong still has good points to offer. Thirty levels, each a reasonable length, shouldn't be sniffed at. Missions can be quite absorbing too, with a variety of tasks to complete. There's one where the player must abort the launch sequences of a batch of V2 bombs. Action becomes much more platform-based and the section involves loads of huge, attractive explosions.

What this all boils down to is that Agent Armstrong is a playable game suffering from a few faults that should have been ironed out in testing. It's fun for a while but lacks the ingredients to make it a classic example of the genre.



Graphics: 79 Animation: 77 Sound FX: 80

> Music: 86 Lastability: 76 Playability: 74



Break-neck racing for 1-8 addicts. 48 Head-spinning 3D tracks. 32 Vehicles. Loads of weapons.

# "THE GREATEST MULTI-PLAYER GAME FOR THE PLAYSTATION PlayStation Plus, 94%

Starting's easy. Stopping's the hard part.















9/10 Official PlayStation magazine, 9/10 PlayStation Pro, 14 % PlayStation Plus, 92% Play magazine, 9/10 PlayStation Power, 91% Gamesmaster, 5/5 C&VG.





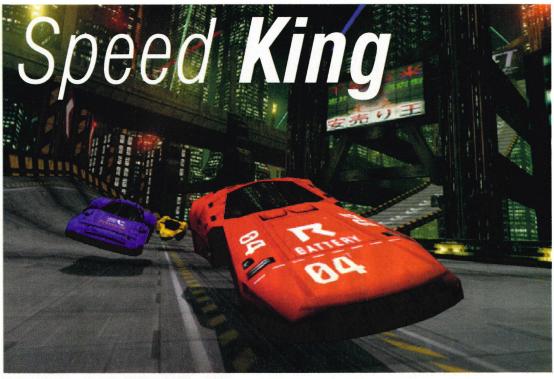
pure gameplay











magine a bizarre parallel universe where racing

games don't exist. There's no WipEout 2097, no Formula 1, no Rage Racer, no Destruction Derby. Nothing.

If Speed King were to be introduced into this parallel world it would be hailed as some kind of classic. Fast, we'd froth; exciting, different and innovative. But this isn't a parallel universe. This is real life, racing games do exist and Speed King won't be hailed as any kind of classic at all. Oh.

It may be a conversion from the Road Rage coin-op, but



Release : Out Now Company : Konami

Price : Import
Players : 1

Genre: RACING









high-tech vehicle before throwing it around the usual cluster of futuristic tracks. Nothing new there, so it won't surprise you to learn there's the normal choice of Speed Race, Time Attack, Battle or Free Run modes. While racing, steep corners are best negotiated using flaps which bank the player's craft and mastering the

Will you want to? Probably not, since it has more problems than Claire Rayner's postbag. Not only does it suffer by comparison

Speed King experience.



to the likes of WipEout and friends, it also fails to perform in its own right. The graphics are prehistoric, it's downright sluggish at times and - worst of all - it's just not very exciting. There are some things a player can put up with but boredom isn't one of them. Additionally, once the steering's been sussed the game is too easy to sustain much interest. Even in the difficult mode it won't take long to beat all comers on all tracks. Put simply, this world - already awash with racing titles - can well do without Speed King.

AS YOU CAN
SEE FROM THE
SHOTS HERE,
SPEED KING
INVOLVES
CHASING
ABOUT FUTURISTIC ARENAS
AND TRYING TO
CATCH ANOTHER... OOPS,
SORRY, FELL
ASLEEP JUST
THEN.

Opinion You don't ask for much in this life, but you do expect a video game to have at least the tiniest semblance of excitement. Speed King doesn't know this. It thinks that if it looks similar enough to every other futuristic racer you will take it to your hearts. You won't though, because it's slow, boring and will occupy precisely three minutes of your time. Take it from me, boil an egg instead.



PSP RATING...

Graphics: 40

Animation : 55
Sound FX : 74
Music : 70

Lastability : 42 Playability : 50











f Ray Tracers appeared on Stars in Their Eyes it would say, "tonight Matthew, I'm going to be... Chase HQ!" The two games, you see, are somewhat similar. And if you remember Chase HQ, you'll remember it involves driving a car at breakneck speed, catching baddies and knocking seven bells out of them until they give up. Er, which is what you also have to do in Ray Tracers.

The difference is that instead of regular cars, Ray Tracers' criminals are driving a crazy selection of vehicles including armoured cars, an attack helicopter, a Harrier jumpjet and a gigantic crane. Tracks are also tortuous and spectacular, with plenty of pesky hazards, leaps and obstacles, making for a stunt-filled car chase.

The player's motor survives all this punishment without getting a scratch, meaning other innocent vehicles can be smashed and destroyed for bonus points, as can the various oil drums, piles of wood etc. left all over the road. Turbo boosts are also available giving a short burst of crucial speed to help the player reach the next checkpoint or get that last hit to blow up the enemy before time runs out.

It's all presented with a cool Manga film feel, with pictures of the player's char-

Release: August Company: SCEE Price: £34.99 Players: 1 Genre: RACING



acter (there are four to choose from, each with their own car), and the dispatcher, as well as occasional speech effects ("Full power!" "Now for the final blow!") from both of them to add a bit more cartoon atmosphere. The result is a rip-roaring slam-bang racing game which moves very quickly for a PAL conversion, piling on the tension and containing a lot more action than your average game.

Longevity though, is a major problem. There are only six levels in the game, and while they get tougher as the game progresses, the whole thing is over depressingly quickly.

A time trial mode has been included with four tracks, so players can try and beat their fastest lap times, but even with the option of duelling with another car, it doesn't add much to the staying power of the game. A great but short-lived experience, this is best suited to gamers with very deep pockets.

























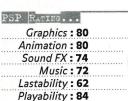


Opinion If you're a big fan of car chases, then Ray Tracers might look like the game for you. Sadly, while it has its fair share of tyre-screaming, car-jumping action, the game is over so quickly it's criminal. Taito has tried to increase the longevity by adding a time trial mode, but it's not enough to keep the decent gamer occupied for a very long time. A real shame because this is a great little game, but sadly too little to justify paying out over thirty quid for.



















THE IN-GAME
CAMERAS
OFFER TVSTYLE PRESENTATION AS
THEY TRACK
THE MOVING
BALL AND PAN
AROUND TO
OFFER THE
BEST POSSIBLE
VIEW OF EACH
SHOT.

# Actua Golf<sup>2</sup>

am Tiger Woods. Well, OK, I'm not actually Tiger

Woods, but I'm better than him. In fact, I've just taken \$15,000 off him in a Skins match. Yes, once again, it is

MAIN COURSES

The six courses are a

tious greens. The

mixture of real and ficti-

Oxfordshire plays host

Carnousties is set to

showcase the British

Kiawah Island is a PGA

Gremlin's development

team, including a rather

course peppered with a

venue. The rest have

Interactive Variety

random selection of

interesting holes.

been concocted by

nasty 'Gremlin

Open in 1999, and

to the B&H Open, while

golf season, with Gremlin returning to the green with a spruced-up sequel to Actua Golf. Along with the addition of Tiger and a supporting cast of famous golfers, Grem lin has added six brand new courses, enhanced the ball logic to incorporate spin and lobs, and thrown in a secondary commentator just for good measure.

Actua Golf is still recognised as the best golf game in an uninspired bunch. In all honesty, there is very little to split the PlayStation golfing pack, as each uses a variant of the same control method, with just the licences and course detail offering any variety. Actua Golf, however, was the most polished, and this sequel

Release : July Company : Gremlin

Price: £44.95
Players: 1
Genre: Sports Sim





THE HAZARDS
ARE AS PLENTIFUL AS EVER,
WITH THE
ORIGINAL
COURSES MANAGING TO BE
EVEN MORE
DEVIOUS THAN
THE REAL ONES
GREMLIN HAS
COPIED.

Opinion Actua Golf 2 is as user-friendly as golf games come. The wealth of cameras add TV-style presentation, while the motion capture and 3D courses add realism. The main problem with Actua Golf 2, however, is that the majority of additions are purely cosmetic. Yes, the ball logic is noticeably better. But surely it is time to tinker with the control system? The all-too-familiar power bar does not reflect the skill of the real thing, and while Actua Golf 2 is the best of its kind it also represents a missed opportunity.

shines even more.

Nevertheless, while Actua Golf 2 gleams, its control method is as familiar as ever. Once again, the skilful game is reduced to pressing the X button at the right time. Golf is an incredibly complex sport, requiring timing and precision on the player's part. Pressing the X button when a power bar reaches a set point on a gauge does not compare. Yes, the shots are sliced





if the correct point is missed, but surely a more precise control system should be attempted? Ah well, despite a lack of initiative, Actua Golf 2 can still claim to be the best golf game available for the PlayStation. But in such a limited field, it's hardly something to crow about.

PSP RATING...

Graphics: 86

Animation : 87 Sound FX : 74 Music : 62

Lastability : 82 Playability : 84



WHO CARES IF THE GRAPHICS ARE LESS ARTY WHEN THERE'S ALL THIS COOL STUFF TO DO? THINK I'LL **BUILD ME ONE** MORE BASE **BEFORE BED-**





# 125 9 11879 6 4700 Warcraft

ommand and Conquer might have given gamers a thirst for action-filled strategy, but Warcraft 2 offers the thinking gamer a lot more in terms of planning campaigns of war. Set in a fantasy world, the player can take the side of humans or orcs as they fight a war for ultimate supremacy. Here, resource management plays a greater part than Command and Conquer, with a lot more emphasis on planning the building of your base and units.

The 52 missions in the main campaigns involve far more than merely conquering the enemy. Often it's simply a matter of constructing buildings in order to help the war effort and planning in which order to build things is also important. This planning aspect doesn't make the game dull however, because there's plenty of action to be had. The enemy wants resources too, and won't give them up without a fight. The inclusion of sea combat brings another level to the game, since no place is safe from the conflict.

This is a superb game, with plenty of things to do and build, and lots of welldesigned levels. By including a custom scenario mode the lastability is increased

> Release : Out now Company: EA Price: £44.95 Players: 1 Genre: STRATEGY

A MOUSE **WOULD HAVE** THINGS EASIER WHEN IT COMES TO POINTING AND CLICKING.

Opinion Imagine Command and Conquer with more depth (but worse graphics) set in a fantasy land and you'll have a fair idea what Warcraft 2 is all about. The action isn't as fast and furious as C&C, but there's so much to do in the game you won't notice. True, you can't use a mouse, and that makes things fiddly at times, but this is still going to draw you in and keep you playing for ages. Highly recommended.



Tut. It's ALWAYS THE SAME. JUST WHEN YOU THINK THE GAME'S ALL PLANNING AND **BUILDING THE ENEMY** ARRIVES. immeasurably, with the player being able to create their own levels so that the fun need never end. The graphics aren't up to much, but the gameplay is so engrossing and the sound so good that the looks aren't noticed anyway. The lack of a mouse option though is really quite unforgivable, since these are the kinds of games for which a mouse is ideal. What's more, a two-player link up mode would have made this

something of a classic. As it is, this a brilliant strategy game with enough action and depth to have any armchair general rubbing their hands with glee.

Graphics: 74 Animation: 72 Sound FX: 82 Music: 86

Lastability: 92 Playability: 86











YOU CAN BOUNCE AROUND ALL YOU LIKE IN



# Test Drive: Off Road

fter the lacklustre Hardcore 4x4 and Monster Trucks comes the

next attempt at making a good game out of the idea of taking cars with big wheels 'off roading'. Unfortunately, Eidos' effort manages to be the worst game of the bunch. The premise is quite an interesting one though, with races taking place on a variety of harsh terrain with four different vehicles (a humvee, Jeep, Land Rover and pickup truck) to choose from. The twist is each course has a number of checkpoints which have to be passed in numerical order before a lap can be completed. This means players can create their own shortcuts as they race, since the whole game area can be driven on. It's a sound idea which, sadly, doesn't work because,

since the checkpoints have to passed in order, the best you can do is try and cut corners creatively. And to make matters worse, the graphics are truly awful.

Cars and scenery don't look too bad, but the pop-up is atrocious. If you've ever wanted to demonstrate what pop-up is, then gather your mates round Test Drive: Off Road, because it's possibly the best (meaning the worst) example of scenery appearing out of nowhere on the PlayStation. At times it's so bad that you have to keep your eye on the in-game map just so you know where you're going. In its favour, it does move very quickly for an off-road game, and there are a few nice jumps to make, but the overall impression is of a substandard product that is best left well alone.







IT'S DIFFICULT
TO SHOW POPUP HERE SO TO
FIND OUT HOW
BAD IT IS, GO
OUT AND BUY
THE GAME. ER,
ON SECOND
THOUGHTS...



R

Opinion If I ever have a nightmare about racing games, then Test Drive:Off Road will probably feature heavily. The reason being that not only is this game devoid of excitement and playability, but it features some of the worst pop-up ever seen on the PlayStation. Not even worth a look for novelty value, this is a great definition of a waste of time.



Graphics: 52

Animation: 60

Sound FX: 63

Music: 67

Lastability : 42
Playability : 49



Price: £39.99
Players: 1-2
Genre: DRIVING

Company: Eldos

Release: Out now



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SOUL EDGE

RAGE RACER

**PANDEMONIUM** 



JANUARY '97 VOLUME 2 ISSUE 4

THE ESSENTIAL BUYER'S GUIDE TO PLAYSTATION GAMES IN '97

SOUL EDGE

DARK FORCES

RAGE RACER



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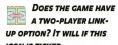
# Review Index

Just what the bowl of bran is the best multiplayer game on the PlayStation anyway? And what score did we give Resident Evil? And how can you settle that bet you made about the number of PlayStation games with NBA in the title? All these questions and more answered in what can only be described as a fully comprehensive 'guide'.

THE NUMBER OF PLAYERS THAT CAN COMPETE



THIS ICON INDICATES WHETHER THE TITLE USES A MEMORY CARD TO SAVE GAMES TO.





SOME STRATEGY GAMES AND SHOOT 'EM UPS SUPPORT THE MOUSE.

THIS WILL SHOW IF A GAME IS MULTITAP COMPATIBLE. SOME CAN SUPPORT TWO MULTITAPS.

GAME USES SPECIAL CONTROLLERS, SUCH AS THE NEGCON, STEERING WHEEL AND LIGHT GUN.

NAME	PRICE	COMPANY	6		30	8		A	COMMENT	SCOR
2XTREME	£44.99	SCEE	1-2	V				•	POOR SEQUEL TO EXTREME GAMES WHICH OFFERS FEW IMPROVEMENTS.	55
3D LEMMINGS	€44.99	PSYGNOSIS	1	V	179	V			SMART 3D GRAPHICS BUT UNINTERESTING AND AWKWARD GAMEPLAY.	81
ACTUA GOLF	£44.99	GREMLIN	1-4	V					CYBER GOLF AT ITS MOST REALISTIC. THE BEST GOLF GAME ON THE PLAYSTATION.	88
ACTUA SOCCER	£44.99	GREMLIN	1-2	V					SLICK 3D GRAPHICS ARE ECLIPSED BY FLAWED GAMEPLAY. NICE, BUT DATED.	92
ACTUA SOCCER: CLUB EDITION	£44.99	GREMLIN	1-2	V					THE SAME ACTUA SOCCER WITH THE PREMIER TEAMS. TOO LITTLE TOO LATE.	60
ADIDAS POWER SOCCER	£44.99	PSYGNOSIS	1-4	V			V		ANOTHER FOOTBALL GAME WHICH FAVOURS COOL GRAPHICS OVER GAMEPLAY.	93
ADIDAS SOCCER INT' '97	€44.95	PSYGNOSIS	1-4	V			V		DECIDEDLY AVERAGE FOLLOW UP TO ADIDAS POWER SOCCER.	70
AGILE WARRIOR	€39.99	VIRGIN	1	V	1		rial and		CHALLENGING BUT NEAT ARCADE-STYLE AIRCRAFT-BASED SHOOT 'EM UP	85
AIR COMBAT	£39.99	NAMCO	1-2	V	-				TEDIOUS, LACKING DEPTH AND VARIETY EVEN IN TWO-PLAYER MODE.	80
AIV EVOLUTION GLOBAL	€44.99	SCEE	1	1	973	V			ENJOYABLE IF SOMEWHAT OVERWHELMING RESOURCE MANAGEMENT SIM.	86
ALIEN TRILOGY	€44.95	AGGLAIM	1	1					AN EXCELLENT DOOM CLONE WHICH CAPTURES ALL THE SCARES OF THE FILMS	93
ALONE IN THE DARK	€39.99	INFOGRAMES	1	1		199	BHI	P	INTERESTING PUZZLES FAIL TO MAKE UP FOR THE GAME'S DATED PRESENTATION.	82
ANDRETTI RACING	€44.99	EA	1-4	1	1	N. S.			A LIGHTWEIGHT ALTERNATIVE TO THE FANTASTIC FORMULA 1.	85
AOUANAUT'S HOLIDAY	€39.99	SCEE	1	1					ENVIRONMENTALLY FRIENDLY UNDERWATER ADVENTURE THAT IS FRANKLY DULL.	53
AREA 51	€44.99	GT	1-2			1		LIGHT GUN	A BLAND SHOOT 'EM UP BASED ON A BLAND ARCADE GAME.	52
ASSAULT RIGS	£44.99	PSYGNOSIS	1-2	V	V			Liumi uon	A NICE IDEA WHICH IS TOO SIMPLE AND EASY FOR ITS OWN GOOD.	81
ATARI GOLLEGTION	€44.95	GT	1-2	1					RETRO-GAMING COMPILATION WITH DUBIOUS APPEAL.	75
AYRTON SENNA'S KART DUEL	€44.99	PHILIPS	1-2	1	V			OURSES SE	SUBSTANDARD RACING ACTION FROM PHILIPS, AVOID AT ALL COSTS.	32
BALLBLAZER CHAMPIONS	£44.99	ACTIVISION	1-2	1	-				FAST FURIOUS AND FUN FUTURE FOOTBALL GAME PLAYED WITH SPACESHIPS.	87
BATTLE ARENA TOSHINDEN 2	£49.99	TAKARA		-	10000		1000			71
	£44.95		1-2	-	-	10000			VISUALLY SUPERB BUT LACKING ANY REAL MEATY SUBSTANCE.	52
BATTLE STATIONS	and the second second	EA	1-2	1		E POR	-		ORIGINAL BUT BADLY EXECUTED NAVAL WARFARE GAME.	-
BATMAN FOREVER	£44.99	ACCLAIM	1-2	0	Line.	,			BEAT 'EM UP BOREDOM IN THE EXTREME. EVEN IF YOU'RE A BATFAN, BEWARE.	28
BEDLAM	£44.99	GT	1	0	10000000	~			A MOUSE PROVES INVALUABLE FOR THIS FRANTIC TACTICAL BLASTER.	87
BIG HURT BASEBALL	£44.99	AGGLAIM	1-2	1					A PRETTY GOOD ADAPTATION OF A FAR FROM THRILLING SPORT.	81
BLACK DAWN	£44.99	VIRGIN	1	1					THE EQUALLY GOOD SEQUEL TO THE EXPLOSIVE AGILE WARRIOR.	86
BLAST CHAMBER	£44.99	ACTIVISION	1-4	V	429	SERVICE A	1	a series and	ANYONE FOR A GAME OF FUTURISTIC TAG? I THOUGHT NOT.	54
BLAM! MACHINEHEAD	£44.99	CORE DESIGN	1	V	in a				INITIALLY CONFUSING BUT ULTIMATELY GRIPPING 3D BLASTER.	89
BLAZING DRAGONS	£44.99	BMG	1	~		A SECTION			GOOD HUMOURED IF SOMETIMES LABORIOUS GRAPHIC ADVENTURE.	87
BREAK POINT	£44.99	OGEAN	1-4	~	1		1	•	A PLEASANT ENOUGH TENNIS GAME, ALTHOUGH THE MOVES AREN'T INTUITIVE	73
BROKEN SWORD	£44.99	SCEE	1	V	MIC	~		firm in a second	SUPERB POINT AND CLICK ADVENTURE, WITH A STRONG STORY AND ATMOSPHERE.	90
BURNING ROAD	£44.99	FUNSOFT	1-2	~	~				THE PLAYSTATION EQUIVALENT OF DAYTONA USA. GOOD GAMEPLAY AND LOOKS.	88
BUBBLE BOBBLE PACK	£44.95	ACCLAIM	1-2	~	bles I				ONE OF THE BEST RETRO COLLECTIONS TO DATE, OFFERING TWO GAMES IN ONE.	84
BUST-A-MOVE 2	€29.99	ACCLAIM	1-2	~	and the same			•	ONE OF THE CUTEST, MOST INCREDIBLY ADDICTIVE PUZZLE GAMES OF ALL TIME.	92
CARNAGE HEART	£34.99	SCEF	1-2	V				number of the	BUILD ROBOTS, THEN TURN THEM LOOSE TO FIGHT IN THIS STRATEGY GAME.	74
CASPER	€44.95	INTERPLAY	1	~					AIMED AT THE YOUNGER PLAYER. NICE GRAPHICS BUT VERY AVERAGE.	62
CHEESY THE MOUSE	£44.95	OCEAN	1	V	mski				THE AWFUL MAIN SPRITE HIDES SOME GREAT PLATFORM ACTION.	82
CHESSMASTER 3D	£44.95	EA	1-2	V	R.H.A.				TOUGH CHESS SIM, BUT ONLY FOR THOSE WITH NOBODY TO PLAY.	87
CITY OF THE LOST CHILDREN	£44.95	PSYGNOSIS	1	~					GRAPHICALLY BRILLIANT BUT INCREDIBLY ANNOYING ADVENTURE GAME.	68
COMMAND AND CONQUER	£44.99	VIRGIN	1	~					CONQUER THE WORLD IN THIS FAST-PACED STRATEGY GAME. A CLASSIC.	91
CONTRA: LEGACY OF WAR	£44.95	KONAMI	1-2	V	-			3D GLASSES	3D VERSION OF THE CLASSIC KONAMI SHOOT EM UP. SOLID BLASTING ACTION.	83
COOL BOARDERS	€44.99	SCEE	1	V	8/8/7				YOU CAN'T PLAY TWO PLAYERS, BUT THIS IS BRILLIANT SNOWBOARDING FUN.	91
CRASH BANDICOOT	€44.99	SCEE	1	V					FRUSTRATING IT MIGHT BE, BUT THIS IS ONE OF THE BEST PLATFORMERS AROUND.	86
CRITICOM	£44.99	IMAGINEER	1-2	V	100				GREAT GRAPHICS, BUT THIS 3D BEAT 'EM UP STILL LOSES OUT TO TEKKEN.	82
CROW 2	£44.99	AGCLAIM	1	V	prent				DIRE FIGHTING GAME BASED ON THE MOVIE WHICH SHOULD BE LEFT WELL ALONE.	33
GRUSADER	£44.95	EA	1	V					TOP-NOTCH SHOOTING AND EXPLORING ACTION IN THIS LONE COMMANDO GAME.	85
GRYPT KILLER	£44.99	KONAMI	1-2	V	of Jan	Idea	216 2	LIGHT GUN	POSSIBLY THE WORST LIGHT GUN GAME EVER. STAY AWAY!	27
CYBER SLED	£39.99	NAMGO	1-2	11			1		A DULL ARCADE SHOOTING GAME WHICH SHOWS EVEN NAMCO MAKE MISTAKES.	69

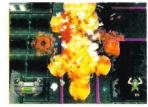
NAM	1E	PRICE	COMPANY			35	8	0 0 0	A	COMMENT	SCORE
CYBER S	PEED	£39.99	MINDSCAPE	1-2	V				. 100	A SPACE AGE RACING GAME ON WIRES. NOT A WIPEOUT BEATER.	88
CYBERIA	Wall Lorest	£39.99	INTERPLAY	1 1	V				.   %   1	HANDFUL OF SHOOTING AND PUZZLE GAMES WHICH FAIL TO IMPRESS.	60
0		£44.99	ACCLAIM	1	V		No.		-11 % 13	STUNNING BUT SHORT. GREAT GRAPHICS BUT ONLY AN HOUR TO COMPLETE.	83
DARK FO	RCES	€44.99	VIRGIN	11	V				1.1517	ENGROSSING STAR WARS DOOM CLONE WITH DATED GRAPHICS.	84
DARKLIG		£44.95	EA	11	V		-	1		DIFFICULT, YET STUNNING 3D SPACE GAME WITH SOLID GAMEPLAY.	87
		£44.99	VIRGIN	112		li p		-	1.0		78
DARKST				1-2	~					STREET FIGHTER MEETS HORROR CHARACTERS MEETS AVERAGE GAMEPLAY.	
and the second second	UP TENNIS	£44.95	TELSTAR	1-4	~			1		THIS MANAGES TO BE ONE OF THE WORST PLAYSTATION TITLES TO DATE.	50
DEFCON		€49.99	SCEE	1 1	~			14	.   30	3D ADVENTURE INVOLVING MORE WANDERING THAN ACTION.	72
DESCENT		€44.99	INTERPLAY	1-2	~	~				DOOM IN SPACESHIPS. GREAT IDEA, GREAT GAME.	90
DESCENT	12	€44.99	INTERPLAY	1-2	V	V			· [ N   2	NOT MANY IMPROVEMENTS ON THE ORIGINAL, BUT STILL A GOOD SHOOT 'EM UP.	82
DESTRU	CTION DERBY	€49.99	PSYGNOSIS	1-2	V	V		1	NEGCON/WHEEL	LENGTHY PLAY REVEALS A SHALLOW GAME, GREAT WITH TWO PLAYERS THOUGH.	89
DESTRU	CTION DERBY 2	£44.95	PSYGNOSIS	1 1	V				NEGCON/WHEEL	A huge improvement on the original, with faster cars and wider tracks.	89
DIE HAR	D TRILOGY	€44.99	FOX INTERACTIVE	1 1	V		1		GUN/WHEEL	THREE GAMES FOR THE PRICE OF ONE, AND TOP MOVIE ACTION IN ALL OF THEM.	92
DISCWO	RIN	€39.99	SCEE	1	V		1	-	1 10 12	COMEDY ADVENTURE WITH SOME OF THE MOST ANNOYING PUZZLES EVER.	71
DOOM		£44.99	GI	1-2		1.1					92
- Victorian III	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			1 2		1		1000		THE ORIGINAL 3D MAZE SHOOT 'EM UP. STILL OOZES PLAYABILITY.	
	ORM JIM 2	£44.95	VIRGIN	11	1		PA P		- TANK	CONVERSION OF A SNES CLASSIC THAT MANAGES TO BE A LESSER COPY.	79
EPIDEMI		£34.95	SCEE	1	~		-			SEQUEL TO KILEAK THE BLOOD FAILS TO IMPROVE ON A POOR GAME.	64
ESPN EX	TREME GAMES	£39.99	SCEF	1-2	~				. 1713	Oddball sports racing game with a touch of violence. Brilliant fun.	90
EXCALIB	UR 2555AD	€44.99	TELSTAR	1	~					SOLID ADVENTURE GAME FEATURING PLENTY OF COMBAT AND MAGIC.	85
EXHUME	D	£44.95	BMG	1	V	-1			N N 3	ONE OF THE BEST AND MOST CHALLENGING DOOM-STYLE GAMES AROUND.	90
EXTREM	E PINBALL	£44.95	EA	1-2	V	1			. 141	POOR PINBALL TITLE, WITH UNREALISTIC BALL MOVEMENT.	44
FADE TO	BLACK	€44.99	EA	1-2	V	101		P St	. 13415	ABSORBING 3D SEQUEL TO FLASHBACK. PLENTY TO SEE, DO AND SHOOT.	91
FIFA '96		€44.99	EA	1-4	V			1		FOOTIE GAME WITH LITTLE CONTROL OVER PLAYERS AND BAD CAMERA VIEWS.	92
FIFA '97		€44.99	EA	1-4	V			1	LICE SALES	NOT MUCH IMPROVEMENT OVER '96 SINCE IT PLAYS SO VERY SLOWLY.	64
		€44.99	GT	1-2	-			-			89
FINAL DI						1	1		Contract of	THIRTY NEW DOOM LEVELS TO EXPLORE, BUT STILL THE SAME GAME.	
	RM: THUNDERHAWK 2	£44.99	CORE	11	~		12			THE 3D GRAPHICS AREN'T PERFECT BUT THIS IS STILL A GREAT HELICOPTER GAME.	86
FIRO AN	D KLAWD	€44.95	BMG	1-2						INTERESTING BUDDY COP GAME, LET DOWN BY HAVING NO SAVE GAME OPTION.	82
FLOATIN	G RUNNER	€44.99	XING	1 1	~				- 134 13	PLAYABLE 3D PLATFORMER WITH STRANGE VIEWPOINT AND CONTROLS.	81
FORMUL.	A 1	£44.99	PSYGNOSIS	1-2	V	V	194		NEGGON/WHEEL	THE ULTIMATE SIMULATION DRIVING GAME.	93
GALAXIA	IN 3	£49.99	NAMCO	1-4	V	1	V	V	NEGCON	GRAPHICALLY IMPRESSIVE SHOOT 'EM UP, BUT LACKING IN PLAYER INTERACTION.	36
GEX		€44.99	BMG	1	V					A PERFECT EXAMPLE OF A DULL PLATFORMER.	68
GOAL ST	ORM	€39.99	KONAMI	1-2	V	191		111	. 13611	LARGE SPRITES IN THIS FOOTBALL GAME, WHICH MOVE TOO SLOWLY BY FAR.	66
GRID RU		€44.95	VIRGIN	1-4	V	1		1		'TAG' GAME WHICH IS ONLY FUN IN MULTIPLAYER MODE.	64
GUNSHI		€44.99	MICROPROSE	11					THE RESERVE	COMPLEX AND PLAYABLE HELICOPTER SIM, BUT NOT THAT REALISTIC.	83
				11:	~			2.1	umrei		
HARDGO		£44.99	GREMLIN	11/	~				WHEEL	DULL ALL-TERRAIN RACING GAME WITH TOO FEW TRACKS.	83
	KE POPOITTO	£39.99	SUNSOFT	1-2	V					TWO PLAYER PUZZLE GAME. FUN, BUT BUST-A-MOVE 2 IS BETTER.	72
HEXEN		£44.95	GT	1-2	~					THE GRAPHICS MAY BE SLOW AND BLOCKY, BUT THIS DOOM CLONE HAS DEPTH.	84
HI-OCTA	NE	£44.99	BULLFROG	1-2	V		W		. 134 18	TEDIOUS RACING GAME LACKING IN SUBSTANCE.	76
INDEPEN	IDENCE DAY	£44.95	FOX INTERACTIVE	1-2	V					DATED SHOOT 'EM UP BASED LOOSELY ON THE HIT FILM.	69
IMPACT	RACING	€44.95	JVC	1-2	V	V			- N 1	Unusual racing game which mixes Destruction Derby with Mad Max.	82
IN THE E	YUNT	€39.99	THO	1-2	V					2D SUBMARINE SHOOT 'EM UP WITH PLENTY OF THINGS TO FIRE AT.	79
	TIONAL TRACK & FIELD	€44.99	KONAMI	1-4	1		No. 1	1	1.15010	AN ADDICTIVE SPORTS SIM THAT EXCELS IN ITS MULTI-PLAYER MODE.	93
ISS DEL		£44.95	KONAMI	1-2	1					STRAIGHT CONVERSION OF THE CLASSIC SNES FOOTIE GAME.	66
ISS PRO		£44.99	KONAMI	1-2	1	13/4			L. Evelo	THE RESIDENCE OF THE PARTY OF T	92
		Harmon Street	The state of the s	11	~					THE GREATEST FOOTBALL GAME ON THE PLAYSTATION. ENOUGH SAID.	
	ID BLOOD	£44.95	ACCLAIM	1-2	-				Company des	AVERAGE 3D BEAT 'EM UP WITH A FANTASY THEME.	67
IRON MA		€44.99	ACCLAIM	1-2	~				- INT	SHODDY DRIVEL. A BAD GAME AND A WASTE OF A GREAT COMICS LICENCE.	22
JET RID	ER	€44.99	SCEE	1-2	1					INNOVATIVE RACER IS LET DOWN BY POOR GRAPHICS AND GAMEPLAY.	63
JOHNNY	BAZOOKATONE	£39.99	US GOLD	1	V	186			1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1	ROCK 'N' ROLL PLATFORMER WITH POOR GAMEPLAY.	60
JONAH I	LOMU RUGBY	€44.99	CODEMASTERS	1-4	V			V	. 1411	BRILLIANT RUGBY SIMULATION, PLAGUED BY FIDDLY CONTROLS.	84
JUMPIN	IG FLASH	£39.99	SCEF	1	V	131			1.181	SUPERB 3D PLATFORMER WHICH SADLY HAS TOO FEW LEVELS.	89
JUMPIN	IG FLASH 2	€44.99	SCEE	1	1		1			PERFECT SEQUEL TO JUMPING FLASH, BUT STILL NOT ENOUGH LEVELS.	88
K1		€44.99	THO	1-2	V	100	1 - 3	10.15		SUBSTANDARD BEAT 'EM UP WITH REASONABLE GRAPHICS.	55
	TVA N	£39.99	SCEE	1-2		1.1					73
KRAZY I				12	V	-			NO PALES	A CLASSIC EXAMPLE OF GRAPHICS OVER PLAYABILTY IN THIS ROBOT GAME.	
	RIG ADVENTURE	£44.99	EA	'	1					Brilliant conversion of the PC adventure classic.	90
	OF KAIN	€44.99	BMG	11	~	- Contraction			the signal of the	VAMPIRE ACTION/ADVENTURE GAME OFFERING A HUGELY ENJOYABLE CHALLENGE	92
LOADED		£39.99	GREMLIN	1-2	V			V		ACTION PACKED BLASTER BUT LACKING IN VARIETY.	75
LOMAX	IN LEMMINGLAND	£44.95	PSYGNOSIS	1	V	1		1		LEMMINGS INSPIRED PLATFORMER WHICH FAILS TO IMPRESS.	70
LONE SO	OLDIER	£39.99	TELSTAR	1	V		PAL	1		Commando in 3D but sadly it's all too slow.	72
LOST VI	KINGS 2	€44.99	INTERPLAY	1-2	V					AVERAGE ARCADE GAME WHICH OFFERS LITTLE ORIGINALITY.	63
	IE HUNTER	€44.95	EIDOS	1-2	1	133		1		TOP-DOWN SHOOT 'EM UP WHICH TAKES ON LOADED AND GIVES IT A KICKING.	88
	N NFL '97	€44.99	EA	1-2	1					SOLID AMERICAN FOOTBALL SIMULATION WITH GREAT DEPTH.	86
	CARPET	£44.99	BULLFROG	11	1	-		15505	100000000000000000000000000000000000000	FAST 3D SORCERY SHOOT 'EM UP WITH MANY LEVELS TO EXPLORE.	90

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NAME	PRICE	COMPANY			36	D	0 0 0	A	COMMENT	SCORE
MECHWARRIOR 2	£44.99	ACTIVISION	1	V				-15019	GIANT ROBOTS ABOUND IN THIS QUALITY 3D SHOOT 'EM UP.	83
MICKEY'S WILD ADVENTURE	£39.99	SCEE	1	V					AVERAGE PLATFORM GAME WHICH FAILS TO SET THE PULSE RACING.	66
MICRO MACHINES V3	£44.95	CODEMASTERS	1-8	V			V	C-1 x 11	THE BEST MULTI-PLAYER GAME ON THE PLAYSTATION. A RACING CLASSIC.	94
MONSTER TRUCKS	£44.95	PSYGNOSIS	1	1					A GOOD IDEA BADLY IMPLEMENTED IN THIS OFF-ROAD RACER.	82
MORTAL KOMBAT 3	£49.99	SCEE	1-2	1	1		les p		MK FANS WILL LOVE THIS, BUT STREET FIGHTER STILL RULES THE 2D SCENE.	90
MORTAL KOMBAT TRILOGY	£44.95	GT								
			1-8	1					VIRTUALLY EVERY MK CHARACTER IS HERE, SO HARDCORE FANS WILL BE HAPPY.	90
MOTOR TOON GRAND PRIX 2	£44.95	SCEE	1-2	~	1	341		(1) A 10	COMIC RACING GAME BEATS THE ORIGINAL IN EVERY DEPARTMENT.	85
MYST	£44.95	PSYGNOSIS	'	V		~		•	POINT AND CLICK ADVENTURE WITH STATIC SCREENS. NOT TOO EXCITING.	76
NAMCO MUSEUM VOLUME 1	£39.99	NAMGO	1-2	~	1			10 70 13	COMPILATION OF NAMCO'S ARCADE HITS, INCLUDING PACMAN.	84
NAMGO MUSEUM VOLUME 2	€39.99	NAMCO	1-2	1					NOT AS STRONG AS THE FIRST COLLECTION, UNLESS YOU LOVE XEVIOUS.	63
NAMCO MUSEUM VOLUME 3	£39.99	NAMCO	1-2	V					BETTER THAN VOLUME 2 BUT STILL MORE POOR GAMES THAN CLASSICS.	71
NANOTEK WARRIOR	£39.99	VIRGIN	1 1	V					ENJOYABLE SHOOTING ACTION IS SPOILED BY A LACK OF LEVELS.	77
NASCAR RACING	£44.95	SIERRA	1	V			1	- India	POOR DAYS OF THUNDER-STYLE RIP OFF.	35
NBA IN THE ZONE	£44.99	KONAMI	1-2	V					ROUGHER LOOKING THAN TOTAL NBA, BUT THIS HAS MORE PACE AND AGILITY.	85
NBA IN THE ZONE 2	£44.95	KONAMI	1-2	V				No. of the last	THE IMPROVED GRAPHICS MAKE THIS SEQUEL A GREAT IMPROVEMENT.	90
NBA JAM EXTREME	€44.95	ACCLAIM	1-4	V			1		BASKETBALL GAME WITH VARIOUS OUTRAGEOUS COMIC FEATURES.	80
NBA JAM TOURNAMENT EDITION	£39.99	ACCLAIM	1-4	1			1	L. Lagran	CONVERSION OF THE COIN-OP WITH 2D CHARACTERS GOING TWO-ON-TWO,	86
NBA LIVE '96	£44.99	EA	1-2		1	The sale				81
Constitution of the second sec		A STATE OF THE PARTY OF THE PAR		1				and the same of the same	EA'S BASKETBALL GAME USES THE FIFA '96 GRAPHICS ENGINE AND IT SHOWS.	
NBA LIVE '97	£44.95	EA	1-8	~			1	E. P. Sept.	INSTINCTIVE MOVES AND PASSES MAKE FOR A SUPERB MULTIPLAYER GAME.	30
NEED FOR SPEED	£44.99	EA	1-2	V	~			•	SECOND-RATE RIDGE RACER WITH NOT MUCH SPEED AT ALL.	70
NEED FOR SPEED 2	£44.95	EA	1-2	V				-13-13	BAD LOOKING AND WORSE PLAYING SEQUEL TO NEED FOR SPEED.	49
NFL GAMEDAY	£44.99	SCEE	1-2	~					AVERAGE IN EVERY DEPARTMENT, THIS IS BEATEN BY MADDEN IN ALL RESPECTS.	82
NFL QUARTERBACK CLUB	€39.99	ACCLAIM	1-8	1		14		1 1 1 1	BLOCKY GRAPHICS HIDE A COMPETENT SPORTS SIM.	75
NHL '97	£44.99	ACCLAIM	1-2	V		1			POLYGON-BASED SPRITES MAKE THIS A GOOD LOOKING ICE HOCKEY SIM.	91
NHL FACE OFF	€44.99	SCEE	1-2	1			1	1. 19	GREAT PLAYABILITY MAKES FOR A FRANTIC GAME OF ICE HOCKEY IN THIS SIM.	85
NHL FACE OFF '97	£34.95	SCEE	1-8	V	17.		V		EXTRA FEATURES CAN'T SAVE THIS FROM BEING A VERY AVERAGE SEQUEL.	65
NOVA STORM	£39.99	SCEE	1 1	V		1		- 1	DIRE SHOOT 'EM UP WHICH SHOULD BE LEFT WELL ALONE.	55
OFF WORLD INTERCEPTOR	£39.99	BMG	1-2	V				- 13:10	4X4S BOUNCE ACROSS THE MOON IN THIS DULL SPACE RACING GAME.	68
OLYMPIC GAMES	€44.95	US GOLD	1-4	1	M. F		V		A POOR COMPETITOR FOR INTERNATIONAL TRACK AND FIELD.	70
OLYMPIC SOCCER	£44.95	US GOLD	1-4	1			1		STILL ONE OF THE MOST PLAYABLE FOOTBALL GAMES ON THE PLAYSTATION.	93
ONSIDE	£44.99	TELSTAR	1-2	1		1		r. I v I	THE MOST INCREDIBLY BLAND FOOTBALL GAME TO DATE.	65
OVERBLOOD	£44.99	EA	1	1					FRUSTRATING RESIDENT EVIL STYLE GAME WITH LOW ACTION CONTENT.	76
PANDEMONIUM!	£44.95	BMG	11	1		le de				
PANZER GENERAL				1	12.1				SHAMES OTHER PLATFORMERS WITH ITS GRAPHICS AND INSTINCTIVE GAMEPLAY.	91
	£44.99	MINDSCAPE	1-2	1		~			FULL-BLOWN STRATEGY GAME WHICH PLAYERS WILL FIND HARD WORK.	59
PERFECT WEAPON	£44.95	EA	11 1	V	181				A POOR MAN'S BEAT 'EM UP/ADVENTURE EXCELLING IN NEITHER GENRE.	51
PGA TOUR '96	£44.99	EA	1-8	1					A DODGY PUTTING SYSTEM LETS DOWN THIS GOLF SIM.	69
PGA TOUR '97	£44.95	EA	1-8	1				. 1	GREAT LOOKING GOLF GAME, BUT STILL SUFFERS DUE TO ITS CONTROL SYSTEM.	65
PITBALL	£44.95	WARNER	1-4	1			1		SPEEDBALL-TYPE GAME WITH RUN-OF -THE-MILL LOOKS AND PLAYABILITY.	73
PLAYER MANAGER	£44.95	ANCO	1 1	V				. 30 4	PREDICTABLE RESULTS ABOUND IN THIS FOOTBALL MANAGEMENT GAME.	68
PO 'ED	£44.99	WARNER	1 1	V					DOOM CLONE WHICH SHOWS PROMISE BUT NEVER DELIVERS.	76
PORSCHE CHALLENGE	£34.95	SCEE	1-2	V	10.1			NEGGON/WHEEL	LACK OF VARIETY IN TRACKS AND VEHICLES LETS THIS RACING GAME DOWN.	80
POWERPLAY HOCKEY '96	£44.95	VIRGIN	1-4	V	P	Sal	V		SOLID, FAST-PACED ICE HOCKEY SIM.	85
PRIMAL RAGE	£44.99	WARNER	1-2	V				- 1 × 13	THIS 2D BEAT 'EM UP IS FAR TOO AWKWARD TO PLAY.	77
PRO PINBALL: THE WEB	£44.95	EMPIRE	1	V					Only one pinball table, but what a table. Handles like the real thing.	93
PROJECT OVERKILL	£44.95	KONAMI	1 1	1					HI-TECH VERSION OF THE OLD BEZERK COIN-OP WITH LOTS OF BLOOD.	79
PSYCHIC DETECTIVE	€44.99	EA	1 1	1				Name and Parket		84
	£44.95			1			KALUK	Supplement of	SURPRISING PLAYABLE FMV INTERACTIVE MOVIE.	
PSYCHIC FORCE	THE RESERVE OF THE PARTY OF THE	ACCLAIM	1-2	1				MLOBON annes	ENJOYABLE 3D BEAT 'EM UP HAS MIND POWERS BUT LACKS DEPTH.	76
RAGE RAGER	639.99	SCEE	11	1				NEGCON/WHEEL	LATEST CLASSIC INCARNATION OF THE RIDGE RACER SERIES. BUY IT NOW!	33
RAGING SKIES	644.99	SCEE	1-2	1	-1	19		· MI	VERY AVERAGE FLIGHT GAME LACKING IN PLAYABILITY.	73
RAIDEN PROJECT	€39.99	UBI OCEAN	11 1	1					ENJOYABLE BUT LIMITED CONVERSION OF AN OLD COIN-OP.	72
RALLY CROSS	£34.99	SCFF	1-4	1			1	ANALOGUE PAD	ROLLING CARS APLENTY IN THIS FUN RACER, AND A FOUR PLAYER MODE TOO!	83
RAPID RELOAD	£39.99	SCEE	1	1	1			1.18	RATHER ENTERTAINING PLATFORM SHOOT 'EM UP.	80
RAYMAN	£34.99	UBI SOFT	1 1	V				9	REPETITIVE PLATFORM GAME.	59
REBEL ASSAULT II	£44.99	LUCASARTS	1 1	V					REPITION AND LOW LASTABILITY LET THIS STAR WARS ROMP DOWN.	46











RAGE RACER.....93

NAME	PRICE	COMPANY			36	8			COMMENT	SCORE
RELOADED	€44.95	GREMLIN	1-2	V	io k			- [ 7 ] [	MARGINALLY BETTER THAN THE ORIGINAL, WHICH WASN'T THAT GOOD.	73
RESIDENT EVIL	£49.99	VIRGIN	1	V		1000	115	. 1 18 7	THIS HORROR ADVENTURE IS ONE OF THE MOST PERFECT GAMES EVER.	94
RETURN FIRE	£44.95	WARNER	1-2	V		198	- T	. 17813	EXCELLENT TWO PLAYER FUN IN THIS MILITARY CAPTURE THE FLAG GAME.	91
REVOLUTION X	£39.99	AGGLAIM	1-2	V					ROCKERS AEROSMITH STAR IN THIS AWFUL SHOOT 'EM UP. AVOID.	48
RIDGE RAGER	€39.99	NAMCO	1	~	153			NEGCON/WHEEL	No. of the second secon	88
RIDGE RACER REVOLUTION	£49.99	NAMCO	1-2		1			NEGCON/WHEEL	EXCELLENT RACING GAME, SADLY LACKING IN TRACKS.	The state of the state of
RISE 2 RESURECTION	£44.99	And the second second second second		~	1		nemes	NEUGUN/WHELL	An improvement on the original, now with a two-player link up mode.	87 78
		ACCLAIM	1-2	~					A MEDIOCRE BEAT 'EM UP.	Sales Control
RIOT	£44.95	PSYGNOSIS	1-16	~			~		SPEEDBALL-TYPE GAME OFFERS LITTLE.	67
ROAD RASH	€44.99	EA	1-2	~					STRAIGHTFORWARD FIGHTING AND RACING GAME.	64
ROBOTON - X	€44.95	GT	1-2	V				· Comment	SIMPLE MINDED FUN IN THIS UPDATE OF AN ARCADE CLASSIC.	66
SAMPRAS EXTREME TENNIS	£44.95	CODEMASTERS	1-4	~			V		EASE OF PLAY MAKES THIS TENNIS GAME A JOY TO BEHOLD.	89
SENTIENT	£44.95	PSYGNOSIS	1	~					AMBITIOUS BUT OVERLY COMPLEX ADVENTURE SET ON A SPACE SHIP.	71
SHELLSHOCK	£44.99	CORE DESIGN	1	V	100				DULL AND REPETITIVE TANK GAME.	75
SHOCKWAVE	£39.99	EA	1	~				•	EMPTY SHOOT 'EM UP WITH TINY SPRITES AGAINST BLAND BACKGROUNDS.	56
SIM CITY 2000	€44.99	MAXIS	1	V		V			RUN YOUR OWN CITY IN THIS ENGROSSING CONVERSION OF A PC CLASSIC.	91
SKELETON WARRIORS	€44.95	VIRGIN	1	1				•	THIS LOOKS LIKE A 16BIT GAME, AND PLAYS EVEN WORSE.	69
SLAM 'N' JAM '96	£44.95	BMG	1-2	V					Unplayable basketball game.	64
SMASH COURT TENNIS	£44.95	NAMGO	1-4	V			V		SLOW AND UNRESPONSIVE CONVERSION OF THE 16BIT CLASSIC.	57
SOCCER '97	£44.95	EIDOS	1-4	V			V		OLYMPIC SOCCER SEQUEL SUFFERS FROM AN OUTDATED GAME ENGINE.	81
SOUL BLADE	£34.95	SCEE	1-2	V					Namco do it again with this classic weapons-based beat 'em up.	94
SOVIET STRIKE	€44.99	EA	1	V	T.				3D CHOPPER SHOOT EM' UP WITH GREAT GRAPHICS AND GAMEPLAY.	92
SPACE HULK	£44.95	EA	1	V	Part of the last	la constant			NOT THE FASTEST GAME AROUND, BUT THIS IS A GOOD ACTION/STRATEGY MIX.	84
SPACE JAM	£44.95	ACCLAIM	1-2	V				- 1 7 1 1	Uninspiring movie Cash-in Basketball game.	65
SPEEDSTER	€44.95	PSYGNOSIS	1-2	V		ALC: AND			TOP-DOWN RACING GAME CURIOUSLY LACKING IN SPEED. AND PLAYABILITY.	64
SPIDER	€39.99	BMG	1	V	51	31		. PALE	INNOVATIVE BUT ULTIMATELY AVERAGE PLATFORMER.	70
SPOT GOES TO HOLLYWOOD	€34.95	VIRGIN	1	V	Personal P			· Later land	Too little too late for this passable platformer. Great music though.	77
STAR GLADIATOR	£44.95	VIRGIN/CAPCOM	1-2	V	Nice.			. 1 2 1 3	CAPCOM'S FIRST 3D BEAT 'EM UP, AND IT'S NOT HALF BAD.	91
STARFIGHTER 3000	£44.95	TELSTAR	1	1	Laborator (	ESS N			NICE ENOUGH TO LOOK AT BUT ULTIMATELY A DULL SHOOT 'EM UP.	80
STARWINDER	€44.95	MINDSCAPE	1	1			N.		SIMPLISTIC RACING GAME WHERE EVERY LEVEL PLAYS THE SAME.	59
STEEL HARBINGER	£44.95	MINDSCAPE	1 1	1	SAIP.			in the second	Unspectacular graphics abound in this occasionally fun shoot 'em up.	79
STREET FIGHTER ALPHA	€44.99	VIRGIN	1-2	~	lun F	50	le se	. 179 13	Update of the Street Fighter series which includes new super moves.	91
STREET FIGHTER ALPHA 2	€44.95	VIRGIN	1-2	V					CUSTOM COMBOS AND COUNTER MOVES BEAT IT'S PREDECESSOR HANDS DOWN.	92
STREET FIGHTER THE MOVIE	€39.99	ACGLAIM	1-2	V						67
STREET RAGER	£44.95	UBISOFT	1-8	1	1				A COMPLETE INSULT TO THE STREET FIGHTER NAME.	79
STRIKEPOINT: THE HEX MISSIONS	£44.95	ELITE	1-2		LI COLL		-		A FAIR RACING GAME WITH PLENTY TO DO BUT NOT MUCH EXCITEMENT.	60
STRIKER '96	£39.99	WARNER	1-4	V	-				POOR HELICOPTER GAME. GO FOR SOVIET STRIKE INSTEAD.	69
	- Walting Harman	Anna de la companya del companya de la companya de la companya del companya de la		-	and the same		-		ONE OF THE MORE SIMPLISTIC FOOTBALL GAMES.	
SUIKODEN	644.99	KONAMI	1 1	~					SOLID RPG THAT ISN'T GOING TO SET THE WORLD ALIGHT BUT WORTH A LOOK.	81
SUPER PUZZLE FIGHTER 2	639.95	VIRGIN	1-2	V				· Indiana	DEVILISHLY ADDICTIVE PUZZLE GAME FEATURING RYU, KEN AND FRIENDS.	92
SUPERSONIC RACERS	£44.95	MINDSCAPE	1-2	~				1 4 1 6	MICRO MACHINES-STYLE RACER DOESN'T HAVE ENOUGH PACE TO ENTHRALL.	74
SWAGMAN	£44.99	EIDOS	1	~	land.				ARCADE ADVENTURE FUN APLENTY IN THIS GREAT LOOKING 2D GAME.	85
SYNDICATE WARS	£44.95	EA	1-4	~	ar I	~	~	· Inche	ULTRA COOL VIOLENT STRATEGY SHOOT 'EM UP WITH AMAZING 3D GRAPHICS.	92
TEKKEN	£39.99	NAMCO	1-2	~		1			NAMCO'S FIRST 3D BEAT 'EM UP. SUPERB, BUT OVERSHADOWED BY ITS SEQUEL.	93
TEKKEN 2	£49.99	NAMCO	1-2	~					IMPROVES ON THE ORIGINAL IMMEASURABLY. ONE OF THE BEST FIGHTING GAMES.	95
TEMPEST X3	€34.99	INTERPLAY	1-2	1					AN UPDATE OF A GREAT RETRO SHOOTER.	80
TENKA	£44.95	PSYGNOSIS	1	V					POLYGON GRAPHICS CAN'T SAVE THIS AVERAGE DOOM-CLONE.	82
TEN PIN ALLEY	£44.95	EA	1-6	~					This could have been good fun, but it ends up being a novelty title.	54
THEME PARK	£44.99	BULLFROG	1	V				. 10.19	One of the gentler 'sim' games available.	85
TIGER SHARK	£44.99	GT	1	V					AN IMPOSSIBLY HIGH DIFFICULTY LEVEL RUINS THIS EXCELLENT SHOOT 'EM UP.	72
TIME COMMANDO	£44.99	EA	1	V	1	- 1	M	- 1000	Unusual but fun time-travel fighting game.	81
TOBAL NO.1	£44.99	SCEF	1-2	V					A FAIR BEAT 'EM UP GREATLY IMPROVED BY THE ADDITION OF A QUEST MODE.	91
TOMB RAIDER	£44.95	CORE DESIGN	1	V				. 1001	FEMALE INDIANA JONES ANTICS ON THE SONY. ONE OF THE BEST GAMES EVER.	92
TOP GUN: FIRE AT WILL	€44.95	MICROPROSE	1	V					REPETITIVE MOVIE SPIN-OFF FLIGHT SIM.	66
TOTAL NBA '96	£44.99	SCEE	1-8	V	POR		V		SUPERB BASKETBALL GAME WITH INCREDIBLE ATTENTION TO DETAIL.	83
TOTAL NBA '97	€34.95	SCEE	1-8	1			1		IMPROVED GRAPHICS AND GAMEPLAY MAKE THIS A WORTHY FOLLOW-UP.	85



SYNDICATE WARS......92 TOBAL 2.....92







VR BASEBALL.....

Soul Blade.....93

NAME	PRICE	COMPANY	8		SE	8		A	COMMENT	SCORE
TOKYO HIGHWAY BATTLE	£39.99	THQ	1	V				-1016	SUB RAGE RACER GAME WITH AVERAGE GRAPHICS.	77
TRANSPORT TYCOON	£44.99	OCEAN	1	V		V		- 10.1	BUILD ROADS, RAILWAYS, DOCKS AND AIRPORTS IN THIS GREAT GOD SIM.	86
TRASH IT	£44.95	GT	1-4	V			V		PLATFORMER WITH GOOD IDEAS BUT LAKCING IN IMMEDIATE ACTION.	57
TRUE PINBALL	£39.99	OCEAN	1	V				-1218	FOUR TABLES IT MIGHT HAVE, BUT IT STILL LOSES OUT TO THE WEB'S ONE.	92
TUNNEL B1	£44.99	OCEAN	1	V	46				WIPEOUT CROSSES WITH DOOM IN THIS HIGH-SPEED SHOOT 'EM UP.	89
TWISTED METAL	£39.99	SCEE	1-2	V				. N. 10	DESTROY THE SUBURBS IN THIS MAD MAX-STYLE CAR BATTLE.	82
TWISTED METAL 2	£44.95	SCEE	1-2	V					AN EXCELLENT SEQUEL WHICH IS GRANDER IN SCALE AND THRILLS.	88
VANDAL HEARTS	£44.95	KONAMI	1	V					AVERAGE GRAPHICS DON'T SPOIL THIS HUGELY PLAYABLE AND ENGROSSING RPG.	86
VICTORY BOXING	£44.95	JVC	1-2	V					DEEPER THAN MOST FIGHTING GAMES, THIS TAKES SOME GETTING INTO.	74
VIRTUAL GOLF	£44.95	CORE DESIGN	1-4	V					A POOR COUSIN TO ACTUA GOLF.	57
VIRTUAL POOL	€44.99	INTERPLAY	1-2	V					A GREAT POOL GAME OFFERING REALISTIC SIMULATION.	85
VR BASEBALL	£44.99	INTERPLAY	1-2	V				F-10014	A FINE CONVERSION OF THE SPORT, BUT UNLIKELY TO ATTRACT ANYONE BUT FANS.	72
V TENNIS	£44.95	AGGLAIM	1-2	V					MEDIOCRE TENNIS SIM THAT'S HARD TO GET INTO.	75
WARGODS	£44.95	GT	1-2	V	E				DERIVATIVE 3D FIGHTING GAME WITH MUSHY GRAPHICS AND LOUSY GAMEPLAY.	59
WARHAMMER	£44.99	MINDSCAPE	1	V					THIS ABSORBING WARGAME HAS DEPTH, IF NOT LOOKS.	86
WARHAWK	£39.99	SCEE	1	V	M				INSTANTLY PLAYABLE FLYING GAME WITH GREAT WEAPONS.	82
WCW VS THE WORLD	£39.99	THQ	1-2	V					BRILLIANT WRESTLING GAME WITH 60 CHARACTERS, INCLUDING HULK HOGAN.	88
WILLIAMS ARCADE CLASSICS	£29.99	GT	1-2	V	PIP				RETRO COMPILATION WITH FIVE GOOD GAMES OUT OF SIX, INCLUDING DEFENDER.	89
WING COMMANDER III	£44.99	EA	1	V					SUPERB MOVIE SEQUENCES MIX WITH POOR GAMEPLAY IN THIS SPACE OPERA.	80
WING COMMANDER IV	£44.95	EA	1	V				- 1011	BETTER FMV AND WORSE GAMEPLAY THAN WC III LET THIS GAME DOWN BADLY.	50
WIPEOUT	£49.99	PSYGNOSIS	1-2	V	V			NEGCON	ULTRA-FAST STYLISH RACING GAME. A MUST FOR SPEED FREAKS EVERYWHERE.	91
WIPEOUT 2097	£44.95	PSYGNOSIS	1-2	V	V			NEGCON/WHEEL	BETTER IN EVERY RESPECT, THIS IMPROVES THE GRAPHICS AND IS EVEN FASTER.	94
WORLD CUP GOLF	£39.99	US GOLD	1-8	V					COMPETENT GOLF GAME WITH GREAT GRAPHICS.	80
WORMS	£39.99	OCEAN	1-4	V		FAF		-121	MULTI-PLAYER JOY WILL BE YOURS IN THIS FABULOUS BATTLE GAME.	92
WWF IN YOUR HOUSE	£44.95	ACCLAIM	1-4	V			V		BELOW-AVERAGE WRESTLING GAME WHICH OFFERS LITTLE AND PROVIDES LESS.	48
WWF WRESTLEMANIA	£39.99	AGGLAIM	1-4	V	FT		V	-1513	ENTERTAINING FIGHTING GAME WITH DEADLY SPECIAL MOVES.	83
X2	€44.95	TEAM 17/OCEAN	1-2	V					TEDIOUS SHOOT 'EM UP WHICH IS FAR TOO DIFFICULT.	58
X-GOM: ENEMY UNKNOWN	£44.99	MICROPROSE	1	V	19.1	V	P P		Strategy gaming at it's very best as you take on alien invaders.	88
X-COM: TERROR FROM THE DEEP	£44.99	MICROPROSE	1	V		V			X-Com underwater, everything else is the same.	82
ZEITGEIST (JUPITER STRIKE)	£39.99	AGGLAIM	1	V	MA				SLOW, CLUMSY 3D SHOOTING GAME WHICH LACKS APPEAL.	43
ZERO DIVIDE	644.99	OCEAN	1-2	1					A SOUND ENOUGH FIGHTING GAME WHICH DOESN'T AMAZE.	72

IMPORT GAMES								在学生工作了 權 5 年程的12 4 4 4 5 4 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6	
DOUBLE DRAGON	IMPORT	TECMO	1-2	V				THIS BEARS LITTLE RESEMBLANCE TO THE COIN-OP AND IS EXTREMELY DULL.	4
DYNASTY WARS II	IMPORT	CAPCOM	1-2	~	133			THERE'S LITTLE THOUGHT REQUIRED IN THIS ACTION-PACKED SAMURAI GAME.	1
EXECTOR	IMPORT	ARG	1	V			- 1	LOADED-STYLE GAME WITH EVEN LESS PLAYABILITY.	1
FIRE PRO WRESTLING	IMPORT	HUMAN	1-2	V				THE WRESTLERS LOOK GREAT, BUT THE GAME IS DULL.	1
GUNBIRD	IMPORT	ATLUS	1-2	V			-121	INITIALLY A FUN SHOOT 'EM UP WHICH PROVIDES SOME SHORT-LIVED LAUGHS.	1
HEBEREKE POPOITTO	IMPORT	SUNSOFT	1-2	V				BASIC FUN PUZZLER, BUT BUST A MOVE 2 IS BETTER.	1
HERMIE HOPPERHEAD	IMPORT	SONY	1	V			-121	FRUSTRATING, REPETITIVE AND JUST A PLAIN AWFUL PLATFORM GAME.	1
HORNED OWL	IMPORT	SONY	1-2	V			LIGHT GUN	THE FIRST PLAYSTATION LIGHT GUN GAME, AND ONE OF THE MOST TEDIOUS.	1
HYPER FINAL MATCH TENNIS	IMPORT	HUMAN	1-4	V		1		BAD ANIMATION AND POOR GAMEPLAY COMBINE TO MAKE AN AWFUL GAME.	1
HYPER FORMATION SOCCER	IMPORT	HUMAN	1-2	V				FOOTBALL GAME WITH OVERLY COMPLEX CONTROLS AND POOR GRAPHICS.	
MEGAMAN X3	IMPORT	CAPCOM	1	V		al E	-131	EXCELLENT PLAYSTATION ADDITION TO THE LONG RUNNING PLATFORM SERIES.	1
METAL JACKET	IMPORT	SOLAN	1	V		A LA		CUSTOMISE YOUR GIANT ROBOTS, THEN LET THEM LOOSE IN THIS DULL GAME.	
MOBILE SUIT GUNDAM	IMPORT	BANDAI	1	V		4	-1717	EXTREMELY DULL ROBOT-BASED SHOOT 'EM UP. AVOID.	1
MOTOR TOON GP	IMPORT	SONY	1-2	V	V			CUTE RACING GAME WHICH LACKS SPEED. THE SEQUEL IS FAR SUPERIOR.	
NAMCO MUSEUM VOLUME 4	IMPORT	NAMCO	1-2	V				Weakest of the 5 namco retro collections, only Pac Land stands out.	
NAMCO MUSEUM VOLUME 5	IMPORT	NAMCO	1-2	V				PAC-MANIA, METRO CROSS AND DRAGON SPIRIT PEP UP THIS RETRO COLLECTION.	
PARAPPA THE RAPPER	IMPORT	SONY	1	V				VERY ORIGINAL AND FUN VIDEOGAME VERSION OF 'SIMON SAYS'.	
POWER INSTINCT 2	IMPORT	ATLUS	1-2	V				ONE OF THE WORST FIGHTING GAMES EVER, FEATURING KUNG-FU GRANNIES!	
REVERTHION	IMPORT	TECNO	1	V			-171	BIZARRE 3D BATTLE GAME. GRAPHICALLY STUNNING, BUT FAR TOO EASY.	
STAHLFEDER	IMPORT	SINTOS	1	V				A BASIC, YET ENJOYABLE SHOOT 'EM UP.	
STREET FIGHTER II (INT. MOVIE)	IMPORT	CAPCOM	1	V	E 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1	. 1 27 1 7	Unplayable attempt to make a Street Fighter "interactive movie".	
SUPER BIG BROTHER	IMPORT	NCS	1	V		an and		SHOOT 'EM UP STARRING UNDERPANT-WEARING HERO. TOTALLY SURREAL.	
SUPER PUZZLE FIGHTER 2	IMPORT	CAPCOM	1-2	V				INTENSELY ADDICTIVE PUZZLE GAME STARRING RYU, KEN AND THEIR CHUMS.	
TOBAL 2	IMPORT	SQUARESOFT	1-2	V			ANALOGUE PAD	SUPERB FIGHTING GAME WITH ADDITIONAL QUEST MODE. A BRILLIANT SEQUEL.	
TOSHINDEN 3	IMPORT	TAKARA	1-2	V				DERIVATIVE FIGHTING GAME THAT CAN'T STAND UP TO NAMCO'S GAMES.	
TOSHINDEN KIDS	IMPORT	TAKARA	1-2	V				POLISHED BUT SIMPLISTIC VERSION OF TOSHINDEN AIMED AT YOUNGER GAMERS.	
TWIN BEE	IMPORT	KONAMI	1-2	V			. 25	TWO SHOOTING STYLES DOESN'T MAKE THIS DATED GAME ANY BETTER.	
TWO-TEN KAKU	IMPORT	CLUB DEP	1-2	V				RUN OF THE MILL VERTICAL SHOOT 'EM UP WHICH OFFERS NOTHING NEW.	
XEVIOUS 3D/G+	IMPORT	NAMCO	1-2	V				XEVIOUS GETS A DULL 3D MAKEOVER IN THIS RETRO COMPILATION.	







# MORE ITEMS OF **MERCHANDISE** CURRENTLY AVAILABLE THAT WE BELIEVE WILL BE OF INTEREST TO **PLAYSTATION GAMERS** EVERYWHERE.

BATMAN AND ROBIN HAS SPLIT OPINION IN THE **PLAYSTATION** PLUS PLAYPEN. **RUT WHATEVER** YOUR OPINION THE BOOK'S WORTH A LOOK. ON THE VIDEO FRONT WARNER ARE GETTING BUSY WITH SOME WIDESCREEN RE-RELEASES, WHILE TITAN DOES ITS SIMPSONS THANG AND PRODICY PRO-VIDE THE PER-**FECT SOUND-**

TRACK.

# BOOKS

# THE MAKING OF BATMAN AND ROBIN

high point in Batman's long history, Titan's behind-thescenes book is well worth a look. The film is an incredibly fast-paced showcase of action scenes, and as such some of the more intricate detail the set designers and costumiers have added are often

Poison Ivy's lair was created, and shown incredible stills of the work that when into Arnie's Mr Freeze suit. Let's face it, in a book like this it's pictures you want to see, and Titan has done us proud. Every aspect of the film's production has been the text is on the minimal side it is informative and covers all bases. Titan have really taken the standard of the Star Trek: First Contact and Independence Day books. That said, their Art of Mars Attacks is a tough act to follow, and this is some way behind that masterpiece.

## THE SIMPSONS: WINGDINGS

PRICE: £6.99 RELEASED BY: TITAN BOOKS

are the perfect complement to

what is one of TV (if only the **Bongo Comics** strips contains six adventures of Springfield's finest. Just as the series occasionally showcommunity, so does Wingdings as Apu the Kwik-E-Mart owner joins forces with the evil Mr Burns to create a huge shopping mall. Similarly, Ugolin and Cesar, two French miscreants who worked Bart like a dog in the first series, return with Sideshow Bob as Bart and Millhouse return to France. The TV show is brilliant

> because it creates laughs across several levels. As well as the obvious gags, vou have to watch what's happening in the background or for small minor details for even more hits. The books recreate this perfectly, and

all the characters are perfectly in tune with their TV counterparts. At £6.99 Wingding is one of the best pieces of Simpsons merchandise available. Only one of the strips lets the side down (the incredibly arse 'Citizen Shame', but as it only spans a mere six or seven pages we'll let it go. If you're a Simpsons fan and feeling frustrated that BBC2 keeping removing it from their schedules, this is perfect to stop you going cold turkey.

# VIDEO

# V EPISODES 10-11

PRICE: £9.99 RELEASED BY: BEYOND VISION RATING: \*\*\*

just six more episodes of V to go. And, suprisingly, these two are some of the best the series has to offer. With the huge ensemble cast rarely having much to do, one regular is offed, and the producers step up the heat against the resistance by adding a new Visitor leader. Charles, who is immediately at loggerheads with the fit Diana (Charles and Diana. Geddit? Very 80s), first tries to brainwash Ham (appropriate name) into killing Donovan by showing him pictures of Donovan snogging his dead

about every episode. He fails, of course, but in the crossfire Nathan Bates gets shot, leading into the next episode. With Bates ill and

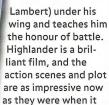
not trusting the Visitors, his number two, Chaing, strikes a deal with Charles and they prepare to execute sympathisers to the resistance unless Donovan and co give themselves up. The luckless Robin duly falls for a bloke she's barely spoken to, and this allows a twist for the next tape. V: The Series was always a bit of a hotch-potch, but these two episodes really show some promise. The Visitors come across as extremely devious, and the warring between Diana and Charles is handled well (especially when compared to the bickering between the resistance). A moderate high in a weak series, surely it can only get better?

# HIGHLANDER

PRICE: £5.99 RELEASED BY: THE BIG PICTURE RATING: \*\*\*\*

Highlander is one of the seminal 80s action films. While others released at the same time (Cobra, Tango and Cash, and Beverley Hills Cop) have dated terribly, Highlander is a timeless classic. There cannot be anyone unfamiliar

with the plot of immortals battling it out for 'The Prize', but Highlander turns what could be a naff idea into a very entertaining film. The characters hunting 'The Prize' are all immortal, and can only be killed via decapitation. Thus, each battle between the Immortals is played out with huge swords. Honour is everything to these people, but one rogue - Kurgan - is using any trick possible to claim the mythical Prize. Sean Connery is the boz as Ramirez, an immortal who takes the film's hero Connor MacLeod (Christopher



was first released. It is also one of those films that BBC and ITV never seem to replay (preferring to show things like Meteor and April Fools Day time and time again), and as such, with the new six guid price tag, it's an essential purchase. However impressed you may be with it, though, do not under any circumstances feel you should rent or buy the sequels. Some things are best left alone.

# THE REAL X-FILES

PRICE: £9.99 RELEASED BY: VERTEX HOME ENTERTAINMENT RATING: \*\*

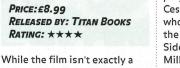
Ever since Mulder and Scully flashed their bright torches in countless parts of Canadian forestland, the country has become alien mad again. TV shows about alien abductions are common, as are X-Files clone shows such as Dark Skies. The Real X-Files was originally

shown on Channel 4's Equinox, and is 50 minutes of digging about trying to find the truth regarding areas of US intelligence which the authorities would rather keep quiet. The tape deals with Psychic Spying, and how less than orthodox methods are used to crack crimes. The documentary

talks to men and women who have served in America's oh-sosecret division. During the course of the interview they talk about strange sights seen

and the shadowy people who they worked for. While it is all very interesting, though, it is only something you'll probably watch once. And hardly worth a video release, really.





lost. In the book, however, we are shown how

snapped and laid out, and while the 'Making Of' book market by the horns, and this is well up to

RATING: \*\*\*

Titan's Simpsons compilations



The end is almost nigh, with wife, who we're reminded

# DIABOLIQUE

PRICE : £10.99 RELEASED BY: WARNER VIDEO RATING: \*\*

Diabolique is a classic example of a film that twists itself into knots. Sharon Stone and Isabelle Adjani play two women in contention for one man. Stone is of course the sexy and confident one, while Adjani is the man's wife who also suffers from heart palpitations. With the latter as wet as a shark's swimming cossie, her husband, Guy (Chaz Palminteri), treats her like dirt much to Stone's annovance. So they plan to kill him, and drown the arrogant sod in a bath and dump his body in the swimming pool at the school where they all work. Except, the body disappears and everything goes further pear-shaped when messages from Guy start to appear. Diabolique has all the makings of a good thriller, but the characters and plot twists let it down badly. The final twists are pretty absurd and despite the obvious ploy to shock the

viewer, at this point be on

they'll be past caring! Stone is her usual self and seems to auto-pilot, and none

of the main leads really stand out. Kathy Bates also does a turn as a cop investigating Guy's disappearance, but again she's nothing to shout about. A very average film, and not exactly the best example of a thriller around today.

## THE FUGITIVE *Outbreak* INTERVIEW WITH THE VAMPIRE

PRICE: £10.99 EACH RELEASED BY: WARNER VIDEO RATING: ALL \*\*\*\*

Warner are currently home video's best friend, releasing films worth seeing in their original widescreen format. After years of releasing obscure Hammer horrors or cult oddities on to the public in the widescreen aspect and with trailers, Warner have now looked to more recent releases. Thus, for the first time. The

Fugitive, Outbreak, and Interview With the Vampire are set for the widescreen plus trailer treatment. All three films are worthy of the cinematic treatment, with The Fugitive's action scenes (and the train crash, in particular) really benefiting from the longer picture. Even if you're not into the charms offered by the widescreen format and couldn't give a toss about the addition of the trailers, these are still three of the best films from Warner in years. The Fugitive is superb on every level, with a taut plot mingling with incredible action sequences.The same can be said of Outbreak, with Dustin Hoffman racing to find a cure for a virulent plague while the plot dumps more and more tension on him and his medical cohorts. And finally we have Interview. Now you either love or hate Tom Cruise (and men usually occupy the latter camp), but he really does

BABYLON 5

PRICE: £11.99 RELEASED BY: WARNER RATING: \*\*\*

become Lestat the decadent

blood-sucker in this well told

version of the Anne Rice book.

All three films are worthy addi-

you have to pick one, go on the

widescreen collection, but if

run with Harrison Ford. It's a

tions to the popular

hell of a journey.

All credit must go to Warner for sticking with the Babylon 5 collection. It is currently one of the few sci-fi programmes on

> the TV worth watching, and with the BBC treating crap such as Crime Traveller as scifi, is a much needed shot of space hokum. The first series of Babylon 5 left lot to be desired, it was too talky and

the action scenes were few and far between. As the series reaches tape 24, though, it is well and truly in its stride. Tape 24 contains two more season three stories, Voices of Authority and Dust to Dust. The Shadow war was one of the great inventions by the series, and these two episodes are built under the umbrella scenario of this epic battle. In Voices the battle is not going well, and Ivanova turns to an ancient race for help.

Meanwhile, in Dust to Dust, the Shadows take second place to a traditional drug story, which sees G'Kar (a series stalwart) go ape after taking the powder. The one benefit of the slow first series is that by now, we

know almost all of the characters on the Babylon 5 base intimately, and genuinely give a toss what happens to them. This adds extra depth to what could have been just another 'Space Soap' like the disappointing Space: Above and Beyond, and also makes for a series which gets better and better as it progresses. Another strong tape from a very strong series.

MUSIC

# PRODIGY - THE FAT OF THE LAND

PRICE : £12.99 RELEASED BY: XL RECORDINGS RATING: \*\*\*\*

With Prodigy's career going seriously ballistic following the chart residencies of Firestarter and Breathe, all Liam and co.

needed to do was deliver a moreof-the-same album. And they have. The Fat of the Land heaves with adrenalinfuelled big beat epics scored with buzzsaw guitar each one a potential single.

Potential, that is, were it not for some of the non-Radio One friendly titles. After all, Smack my Bitch Up and Funky Shit are unlikely to make Simon Mayo's playlist. Controversial monikers aside though, this is the Prodigy album for the Firestarter fans - fast, thrilling and punky electronica with about as much subtlety as a sawn-off shotgun. For sheer breathless energy there's noone to touch them. And long may they reign.





# Plus Points

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# RAGING RACER

Picture the moment. The trepidation. The excitement. The trembling fingers as you carefully open the box, free leaflets and memory card stickers tumbling free as you fumble for the disc, the epiphany of two hours on the bus and a quick run to and from the bus stop. Discarding the already perused instruc-

tion booklet you slot the disc into the grey box of tricks known as 'The PlayStation". You press the on button and the

familiar "schwing" of the PlayStation warming up is heard. You sit agitated through endless loading screens till finally you hear "Rage Racer" in a female voice. You press start, already your fingers are geared up for a busy nights play on Rage Racer, the supposed (note the "supposed") King of Racers. you scramble through the decent looking options till you get to the start of the race. You note that the graphics are indeed a little dull and grey but you don't mind for this game promises to be the game of the year, nay the century. And after one hour of play you feel totally cheated and dejected. You sit, controller dangling free from you hand, wondering what came over you and made you buy the game known as Rage Racer. A suitable name because once you play it you will eventually suffer rage at the way you have been tricked into buy-

magazine said it was 'the best thought 'how can so many people be wrong???", so I went to my local software dealer and bought the game. I got home and after one hour I was gutted. I'd never played any of the *Ridge Racer* games because I was busy sampling



Resident Evil and Destruction

a Ridge Racer game again.

backgrounds make John

Derby 2 and I doubt I will play

The graphics are chunky, the

Major look psychedelic and

the bloody woman's voice

throughout the race soon

annoys the heck out of you.

The engine sounds like a cat

being strangled and even the

possibility of 'powersliding

into oblivion" is crap. I am a

fairly decent gamesplayer so

when I say the powersliding

is uncontrollable I think I can

lable. It wouldn't really mat-

ter so much that you careen

from side to side after trying

(and mostly failing) to pow-

except for the fact that there

three feet into the track. Why

can't we drive over the grass

erslide around a corner,

is an invisible wall about

just a little bit, instead of

being caged in like rats?.

Ultimately I feel I have

been conned. I don't usually

a game but this time every-

great I felt I couldn't go

wrong. But I did.

fall for the hype surrounding

one was soooooo sure it was

Are there any other read-

ers out there who feel cheat-

ed by the hype surrounding

other game? I know I did feel

the aforementioned or any

cheated so this morning I

dealer and asked him if I

went back to the software

could return the game and

swap it for another. After a

safely say it is uncontrol-

finally agreed and I went home with a copy of WipEout 2097

and a crinkle of notes in my wallet feeling much better now that I knew I had a good game in my chubby little hands. I find it pretty darn annoying that magazines sometimes jump on the bandwagon and proclaim that a game is so great you should just go out and buy it, without at least telling the reader that some of them may not find this to be their cup of tea. The reviews I read stated that people who didn't like driving games would

I'm probably in the minority of people who don't like Rage Racer, but I felt compelled to write to you and warn others of what comes of believing the hype surrounding the game. Maybe I should have playtested the game but seeing as you only get five minutes at the most to test I feel it would not have helped in this case because the first five minutes of Rage Racer were suitably enjoyable. It took me about an hour to see that the game was nowhere near as good as it was made out to be. Chris Harker, Sunderland University

Each to his own, but we don't agree. Rage Racer was, and still is, very popular with the Plus team, and while the PAL version was a tad disappointing due to the lack of optimisation, we still feel it rates as one of the best arcade racers we've

seen - especially when you start tuning and customising a car from scratch.

# GET YER BITS OUT

I am writing with regards to the letter by MJ Brown in Issue 21 about the Atari Jaguar and the N64. As a trainee Systems Technician I happen to know a piece of information that seems to have slipped by many people. The Jaguar isn't really a 64bit machine. It actually contains two main processors, a 32bit graphics chip and a 32bit sound chip. These chips were given the imaginative nicknames Tom and Jerry for some strange reason. However, this means the Jaguar is only a 32bit machine like the PlayStation or Saturn, not a 64bit machine like the N64. But rest assured the Jaquar is a fine and high quality piece of hardware, shame about the lack of software support. Kevin T Hill Leicestershire

Yes, just like the Atari Falcon and the Lynx handheld machines before it ...

# THE END'S IN SIGHT

That's it. after a dozen years of reading computer mags I feel that someone has to ask. Why, oh why, do you show us the ending to games before we can play them. Fair enough some people may not be able to reach the endings by themselves, but give us a chance first. This applies to both cheats and reviews, nothing annoys me more than being shown the final boss in their full glory before I have bought the game. It takes a lot of fun out of games like Tekken and Resident Evil when you show Devil Kazuya and the Tyrant. OK, give us hints that they exist to whet our appetites but have your writing skills dropped so much over the years that you have to give everything away, (and don't say 'try not looking at the tips' because I always see them by accident. and if you miss half the reviews out what's the point

RAGE RACER'S **GOT RUBBISH** GRAPHICS AND SOUNDS LIKE A CAT BEING STRANGLED. ing a crap game. BUT WE DIDN'T That is my feelings for SAY THAT,

Saturday afternoon. I bought Rage Racer because many a racing game- EVER". I the delights of Tomb Raider,



HONEST. IT

WAS CHRIS

HARKER . GET

in buying mags?) Sorry, I just feel so strongly about it, and out of all the mags yours is the least guilty, BUT YOU STILL DO IT. Darren Ketteringham, Basingstoke

Fair comment. We're now trying to limit giving too much away in reviews, and will also be timing our playing guides to within two weeks after a game has been released. Just enough for people to start getting stuck, in fact...

# WHAT'S THE SCORE?

In Issue 9 Volume 2 you gave ISS Pro an overall score of 92 and you also gave it the title of best footie game for the PlayStation, but in saying that you gave Olympic Soccer and Adidas Power Soccer a score of 93 and Actua Soccer and Fifa 96 a score of 92. Why do you give it the title of the best footie game when you give it a score that is beaten by two other titles?

Since you started the section Solved, I haven't bought one of the titles you 'solved'. Please bring back more of the tips.

Darren Crawford, Dublin



BEST FOOTBALL

SO WHY DID IT

THAN ADIDAS?

UM, WE'LL LET

ANSWER THAT

SAYS DARREN

CRAWFORD.

THE EDITOR

ONE...

GAME? ISS

PRO, INNIT.

SCORE LESS

It's all a matter of timing. When the PlayStation first came out, there were a glut of soccer games. FIFA '96 appeared, and while slow was still an impressive showcase for what the Sony machine could do at the time. Then Actua came out six weeks later and was significantly better in terms of speed and moves. Thus it scored higher. However, Actua was very limited in its control due to the motion-capture taking ages to start and finish, by which time Adidas arrived and played it off the field. Adidas was still flawed in places, however, so it scored the same (93%) but was generally a better game. Olympic Soccer then arrived and blew them all away, but bearing in mind technical advancements (a year had passed by then), it scored 92% because games in general had come a long way, but Olympic

looked primitive. Then we come to ISS Pro. It looks the biz, but is also flawed. Thus, although it scored the same as Olympic, it is generally the better game but doesn't really deserve a higher score.

# Bugged out

I am writing to respond to the letter printed in volume 2 issue 9 of PlayStation Plus from Glenn O'Connell, PR manager for Psygnosis.

He states in his letter that the replay function in Destruction Derby 2 was removed from the final game because of feedback from their Q&A dept. He says this was done to 'ensure a bugfree release' and to 'show Psygnosis' commitment to releasing thoroughly tested product into the marketplace'. You have failed to live up to this claim.

There is another more obvious bug which has been overlooked. If you are travelling at high speed and aim for another car you are more than likely to travel straight through the car without leaving a scratch and instead hit the barrier. How could something so obvious not be picked up?

Another bug I would like to raise is in WipEout. Another 'thoroughly tested product'. I presume? If you come into contact with another craft, you seem to interlock with no hope of escaping. Then both you and the opponent head for the barrier. You collide with the barrier but the other craft doesn't. Instead it flies through the barrier, off the track and then flies through it again, back onto it. Again, very annoying, very obvious but not noticed.

I do agree that Formula 1 has been mistreated in being called the most bugged game in history, with only the pitstop bug being the genuine one, But it was so easy to notice it's laughable.

It has been said that games take approximately 18 months to develop. What I can't understand is that during this time going through programmers, developers, publishers, distributors, playtesters and games reviewers these bugs were

not noticed but the customer who buys the game finds them within five minutes of play.

play. I 've be

Dean Pratt, Hertford. on mo



# THE MOST FREQUENTLY ASKED QUESTIONS OF THE MONTH ARE, ONCE AGAIN, MET WITH STRAIGHT ANSWERS.

After reading your small article on Pysgnosis' new platformer *Rascal*, I would like to know if it would be compatible with the analogue joypad? Also how much will the pad cost?

It seems likely Rascal will be analogue pad compatible.

Sony have yet to set a price for the device yet, though.

Please could you tell me if EA Sports are planning to produce a horse or greyhound racing game. We are inundated by soccer, tennis, American football and athletics games. I'm sure there would be plenty of PlayStation owners who would enjoy horse or greyhound racing games.

No news as of yet. Cricket is the next sport EA Sports plan to tackle.

I am enquiring about the game Premier Manager 97 and I would be very happy if you could try and answer these questions for me. How many countries can you pick from? When will it be released? Can you qualify for Europe by coming first in the league or a bit below first place or winning a cup competition? Can you buy players from all over the world? And how many more management simulations are coming out?

Details regarding the PlayStation version of Premier Manager are scarce at the moment. The release date and firm content information have yet to be decided, but it does seem likely all the Premier sides and current player rosters will be included.

Football sims: I want good commentary, great graphics, and great gameplay of the simulation as opposed to the arcade variety. I'd also like real teams and players' names, because then my friends who like to pretend they've outgrown such things, but who do like football will be more interested. But which game do I buy? Whose review can I trust? Please help an old, sad person.

As far as I'm concerned nothing can beat ISS Pro. It may not be perfect, but it's as near as dammit.

# SMUG SO-AND-SO...

I read with interest about the problem of 'disc hopping' on FMV sequences. I bought my PlayStation last October and just recently mine too started hopping. Then a friend told me about a lens cleaning kit you can buy which, for £9, cleared up all the hopping. The kit also contains something to clean your discs with.

I now have trouble-free FMV (ha ha) I hope that helps. G Cheadle, Dunstable.

Well, it certainly beats flipping the machine on its side!

# FLATTERY, FLATTERY

I've been keeping a keen eye on most, if not all, of the PS

mags on the shelves due to

my oversized hunger for PS games (import at that) and after spending a small fortune on mags I've now decided on one, namely yours. Not only have I found out good news but been aware of of the good and bad import games (plus that video clinched it). There are far too many mags with crap news and bull cheats. Be warned, I'm now a reader solely of your mag, expect more letters expressing my hunger for the highest score, first position, highest combo and fastest lap time. Seek and destroy!!! (Rage Racer class six is mine). Thanks for your effort and time out. S Tanner, Bordon

Er, cheers!



# Next Month

# Marvel Super Heroes

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BATTLE IT OUT AGAINST DOCTOR
DOOM AND HIS EVIL COHORTS.
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THE ORIGINAL COIN-OP, AND
THEN SOME! DHALSIM AND
SAKURA STEP INTO THE FRAY,
PLUS THERE'S A BONUS STAGE
UNIQUE TO THIS CONVERSION.
CHECK OUT THE FULL LOW-DOWN
NEXT MONTH.



# **G-**Police

PSYGNOSIS HAS BEEN
TOUTING THIS GAME
AS THE CHRISTMAS
NUMBER ONE, FIND OUT
WHY NEXT MONTH AS WE
REVIEW THIS URBAN CYBERPUNK FLYING GAME WHICH
BOASTS SOME OF THE BEST
LOOKING LIGHTING EFFECTS
AND WEAPONS AROUND. THIS
LOOKS LIKE IT SHOULD BE ON
EVERY SHOOT 'EM UP FREAK'S
WISH LIST.



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